

# SUMMER CHALLENGE™

A black and white artistic illustration of a high jumper in mid-air, performing a Fosbury Flop over a bar. The athlete is wearing a singlet with the number 25 and the word 'ESTRINE' on it. The background is a swirling, dynamic pattern of light and dark bands, suggesting motion and energy. The overall style is reminiscent of a classic computer game cover or a motivational poster.

*Documentation for  
IBM PC*



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## ***YOU MADE IT!!!***

You're here. It was once all a dream. A dream you worked for, sweated for, sacrificed for. And now it's a dream come true.

In the wee hours of the morning, when the rest of the world was still asleep, you were already exercising and particing. Working towards your dream. Conditioning your body and your spirit.

In the middle of the day, when your friends were taking a break from the daily grind of school or work, you snatched the opportunity to practice.

While others indulged, you ate for strength. While others imbibed harmful drinks, you stuck with water, juices and milk. You watched everything you put into your body — because you wanted nothing to get in the way of winning.

And late at night when those around you were partying or watching TV, you were resting your body, making sure it had time to recuperate from the physical strain you'd put it under all day.

And now all your hard work, practice and healthy practices have finally paid off. Because at last you are here. You've competed against hundreds of others.

It is great just to *be* here at the *Summer Challenge* events to see just how far you can go. But like all true competitors, you're really here for one reason and one reason only: to win.





## BEFORE YOU START

Just to be on the safe side, we recommend that you create backup copies of your *Summer Challenge* disks using the DOS copy command (see your DOS manual). We suggest doing so *before* you load *Summer Challenge* onto your hard drive. Once you've copied the program, place your original disks in a safe, dry location and use the back-up copies to install the game onto your hard drive.

## System Requirements

- A hard drive is REQUIRED. We also recommend an AT Class, 10 MHz machine or better.
- You need at least 513,000 bytes of free conventional memory at the DOS prompt. (For further memory requirements specs see **Technical Specs**, page 43.)
- *Summer Challenge* supports VGA or MCGA graphics only.
- You can use the PC internal speaker as well as either the AdLib Soundcard, Soundblaster, Roland MT-32/LAPC-1 or the Thunderboard sound boards with external speakers.

## HARD DISK INSTALLATION

*Summer Challenge* must be installed on your hard disk. You can't play it directly from the game disk. Here's how to install it:

- 1 Power up your computer as you normally would.
- 2 Insert the 3.5" *Summer Challenge* disk (Disk #1 first, if using the 720K version) into your floppy disk drive (usually A or B).
- 3 At the DOS prompt, type the letter of the drive in which you have placed the disk followed by a colon. For example: **A:**. Then press **Enter**.
- 4 At that drive's DOS prompt (A> or B>), type **install** and press **Enter**.

- 5 When the Hard Disk Installation menu appears, you have these two choices:
  - Type in the name of the drive and directory where you would like *Summer Challenge* installed, and press **Enter**. Use the following format: **Drive Letter:\Directory Name**. For example: **D:\Summer**  
or
  - Accept the default path of **c:\summer**.
- 6 After you've typed in the path information, use the **up/down arrow keys** to choose the **Fast Load** option.

The circle to the left of the Fast Load option will be light green, indicating that the Fast Load mode is activated. If you want to deactivate the Fast Load mode, press **Enter**, and the circle to the left of the option will no longer be light green.

**Note:** When you activate *Fast Load*, *Summer Challenge* loads faster. But it also occupies more space on your hard disk. See the chart below:

	Hard Disk Space Requirements	
	Without Fast Load	With Fast Load
VGA/MCGA only	800K	1.5 Mb

- 7 Once you've made your selections, use the **up/down arrow keys** to highlight **Install** in the upper right-hand corner of the menu.
- 8 To begin installation, press **Enter**. (If you do not want to install *Summer Challenge*, highlight **Cancel** and press **Enter**.)
- 9 Once installation begins, a progress chart appears on the screen. This chart tracks the installation process. (You will be instructed to swap disks if using the 3.5" 720K version.) When installation is complete, *Summer Challenge* will take you to the Setup screen.



## THE SETUP SCREEN

*Summer Challenge* gives you several options for setting up the game. You can specify sound boards, calibrate joysticks, reinstall the program, even change the level of graphic detail.

Notes about selected option

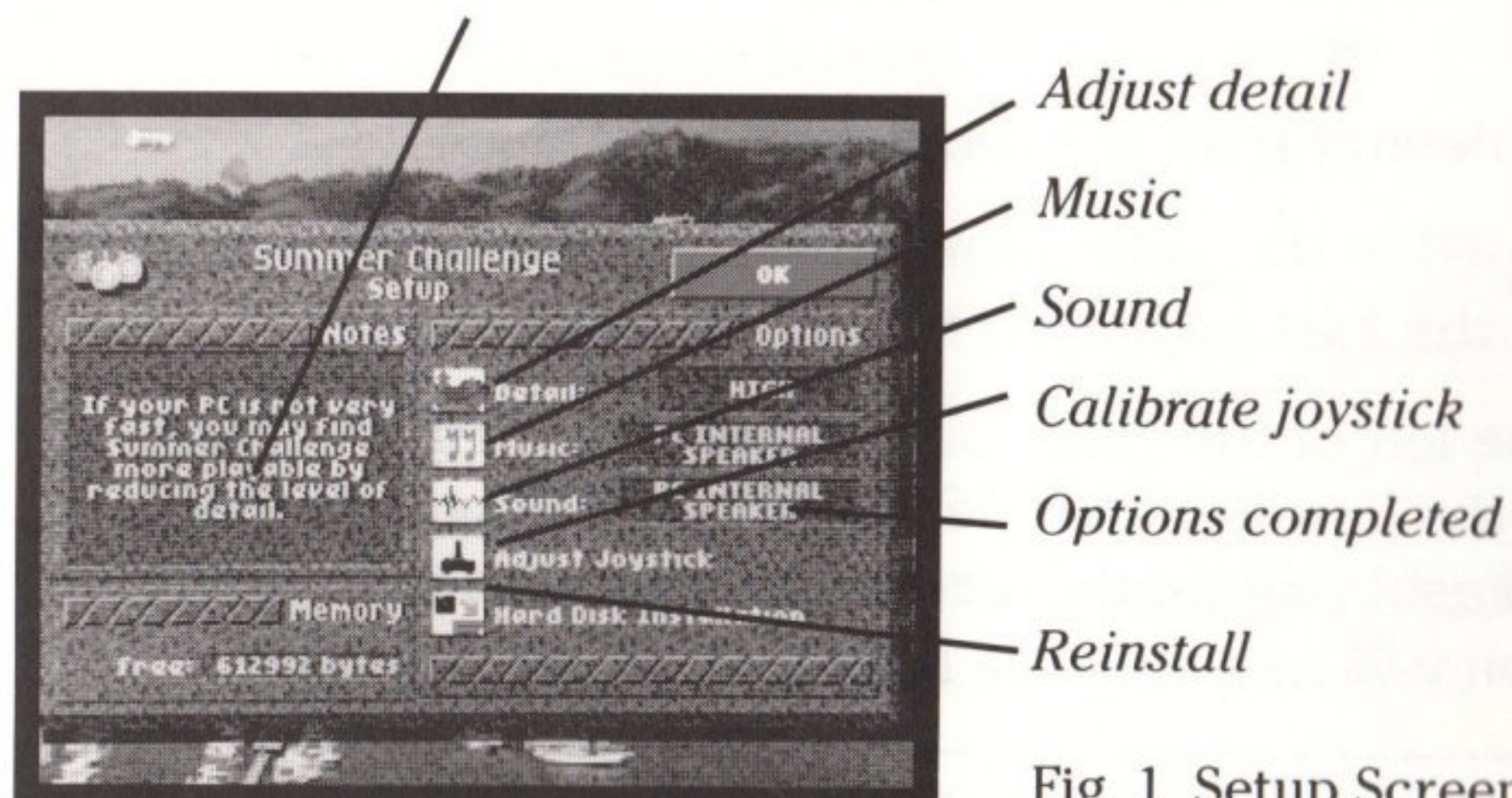


Fig. 1 Setup Screen

All these changes can be easily made from the Setup Screen — even after the program has been installed. When you first install *Summer Challenge*, the Setup Screen will automatically appear so you can set up for your system. After installation, you can access the Setup Screen by selecting Setup from the Main Menu. See **The Main Menu**, page 11.)

Here's how to use the Setup Screen:

The Setup Screen is divided into several options with notes for each one. To access/highlight the various options, use the **up/down arrow keys**.

As you highlight each option, the Notes box on the left side of the screen displays information specific to the highlighted option.

To change an option, first highlight it using the **up/down arrow keys** as described above. Then press **Enter** to toggle between the various choices. When the choice you want is displayed, go on to the next option by pressing the **up/down arrow keys**.

When you've set all the options the way you want, highlight **OK** and press **Enter** to return to the Main Menu.

Here are your choices for each option:

## Detail

Select the level of graphic detail you want your computer to display. While playing *Summer Challenge*, you may find that your computer is having trouble keeping up with the action. Try a lower detail level and your system will generate action more quickly. Press **Enter** to cycle through your options (*High, Medium, or Low*).

**Note:** See **Appendix A: Tips from the Programmers** for more about Machine Speeds.

## Music

Select the music card appropriate for your PC's hardware. Choose from *PC Internal Speaker, AdLib Sound Card, Sound Blaster Card, Roland MT-32/LAPC-1, Thunderboard, or None* (if you want the music turned off). Press **Enter** to cycle through your options.

## Sound

Select the sound board appropriate to your PC's hardware. See **Music** above for a list of your options. Press **Enter** to cycle through your options.

## Adjust Joystick

To calibrate your joystick, highlight **Adjust Joystick** and press **Enter**. You will now see the following screen:

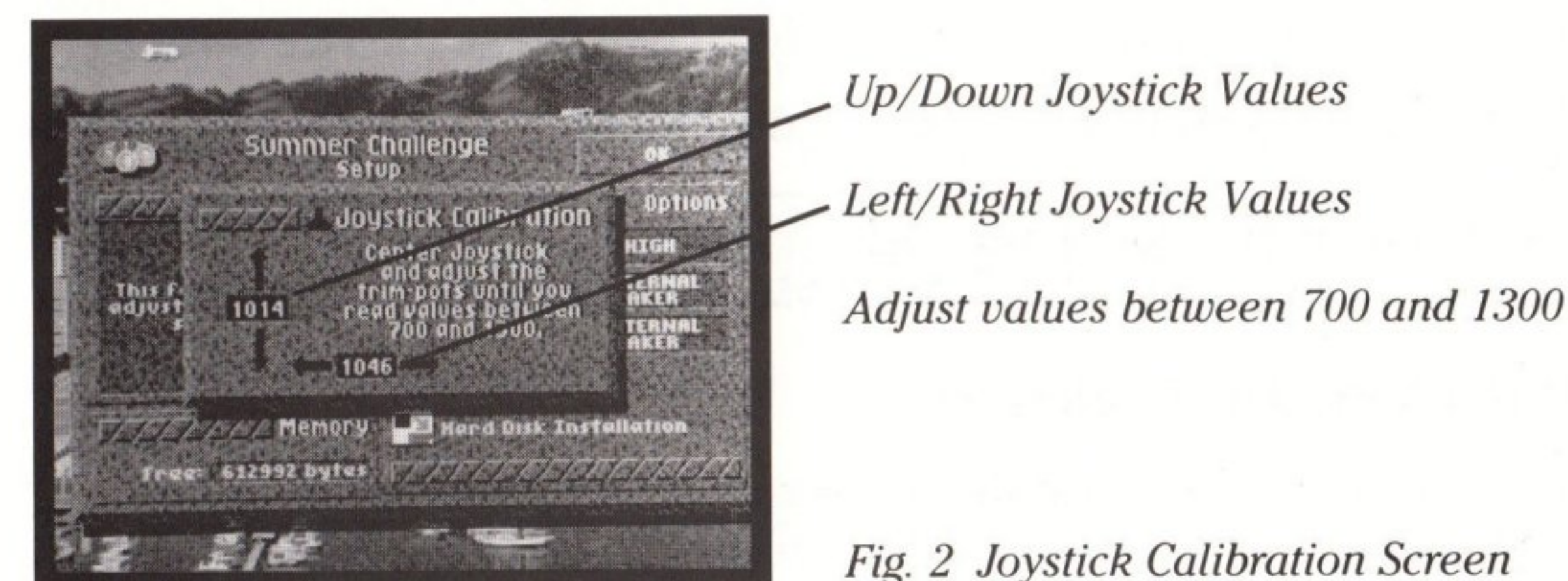


Fig. 2 Joystick Calibration Screen

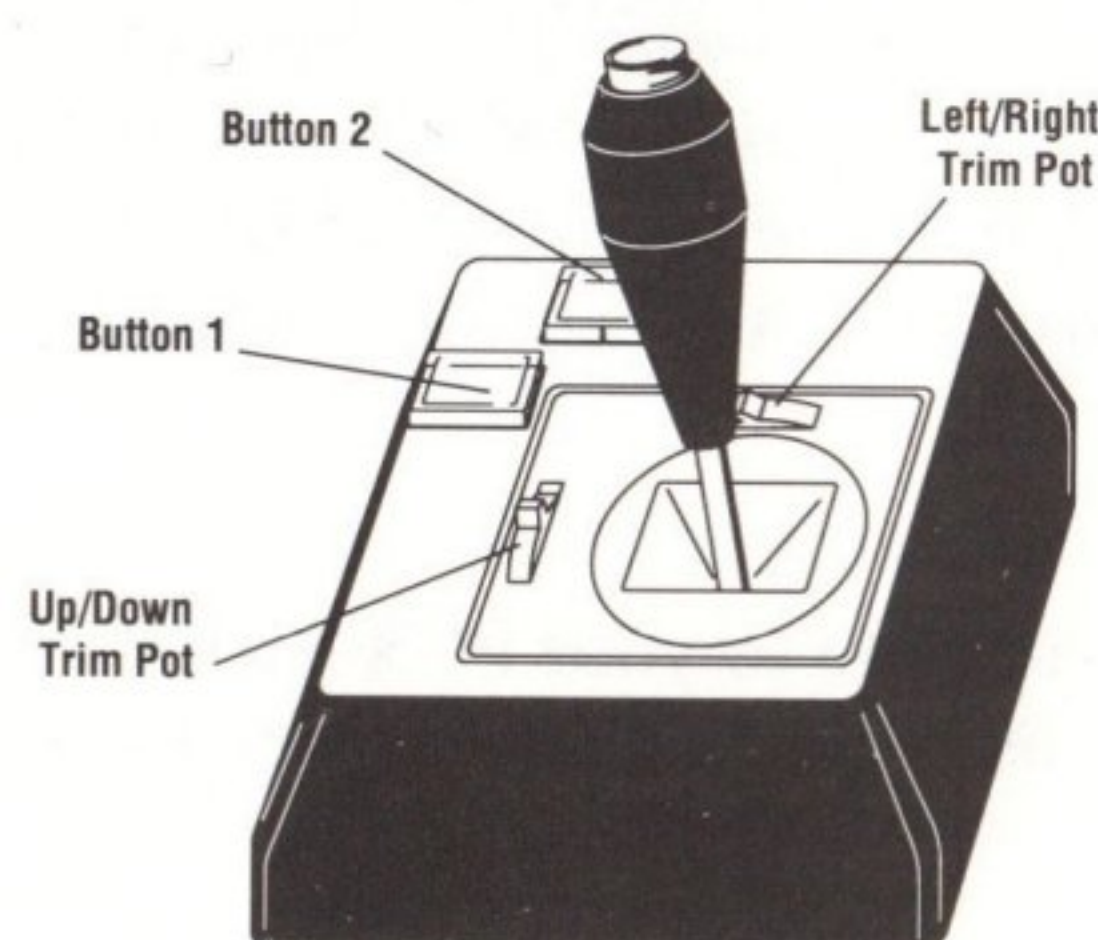


## Adjust Joystick (continued)

To adjust the joystick, follow these steps:

- 1 Make sure your joystick is plugged in.
- 2 Read the Right/Left and Up/Down joystick values indicated in the windows between the horizontal and vertical arrows. If each value falls between 700 and 1300, press the fire button and continue to step #3.

If the values **don't** fall between 700 and 1300, use the trim pots located on your joystick to adjust the values. When both values are within the 700 to 1300 range, press the **fire button** to continue.



- 3 Move the joystick handle to the upper left. Then press the **fire button**.
- 4 Move the joystick to the lower right. Then press the **fire button**.
- 5 Center the joystick and press the **fire button**.

**Note:** Press **Esc** at any time to abort the procedure.

## Hard Disk Installation

To move *Summer Challenge* to another directory, select this option from the Setup Menu. Then consult steps 2-9 under **Hard Disk Installation** on page 2 to complete the procedure.

## STARTING UP

Once you've installed *Summer Challenge* on your hard disk, you will always load it from your hard disk. Here's how:

- 1 Turn on your computer.
- 2 At the DOS prompt, type the letter of the drive on which you installed *Summer Challenge* followed by a colon (for example D:) and press **Enter**.
- 3 Change to the directory that contains the game. For example, if you installed the game in a directory named SUMMER, type **cd\SUMMER** and press **Enter**.
- 4 Now type **SUMMER** and press **Enter** to load the game.
- 5 You will now see the title screen followed by a demonstration of two of the events.

To begin, press **Enter**. You will now see the Main Menu. (See **The Main Menu**, page 11, for more information.)

## RUNNING FROM WINDOWS 3.0 OR 3.1

You can run *Summer Challenge* from *Windows 3.0* or *3.1* as long as you have at least 513,000 bytes of application memory available. If you need to free up some memory, you should read the chapter on "Optimizing *Windows*" in your *Windows* manual.

## Adding the Icon to Windows

*Summer Challenge* comes with its own icon for the *Windows* Program Manager. You can use this icon to run the game, but not until you install the game to your hard disk.

To install the icon:

- 1 Go to the *Windows* Program Manager.
- 2 Open the group window for the group into which you'd like to put the game.
- 3 Choose **New** from the File menu. The New Program Object dialog box appears.
- 4 Select **Program Item** and choose **OK**. The Program Item Properties dialog box appears.



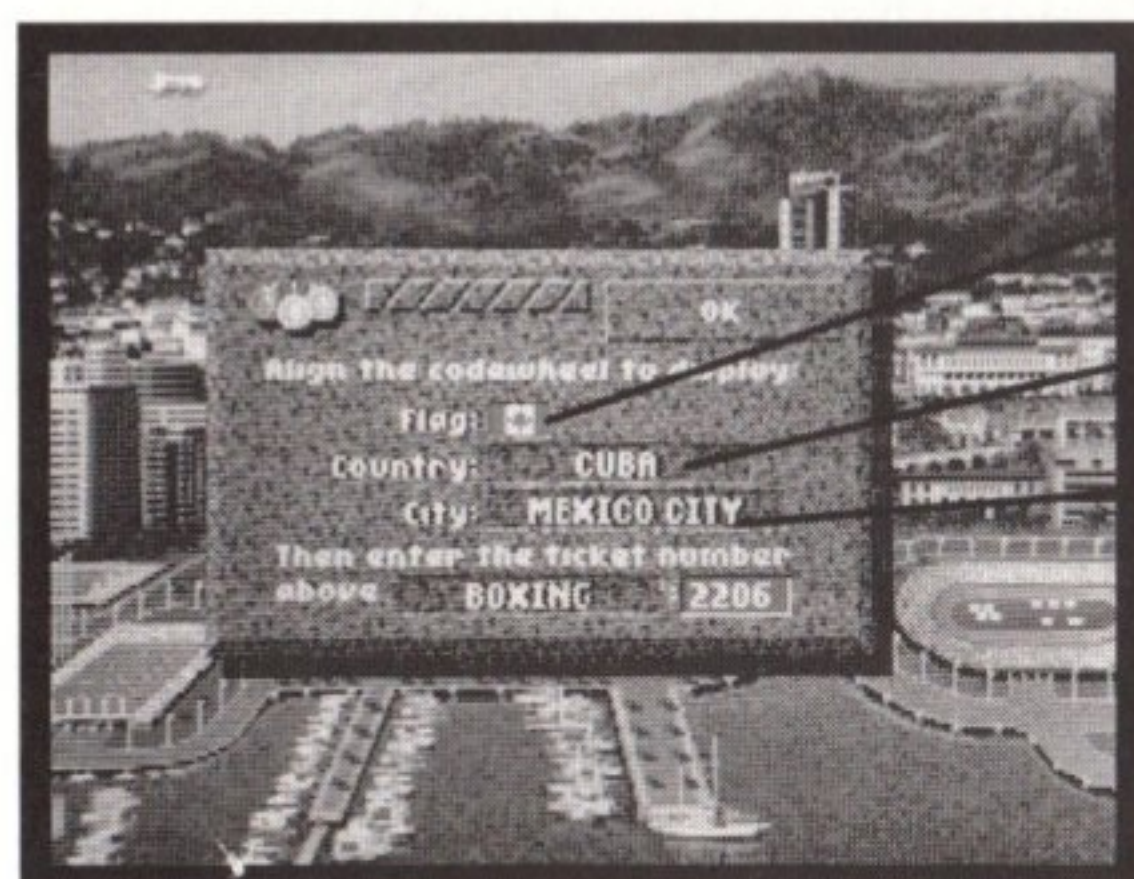
## Adding the Icon to Windows (continued)

- 5 Type **Summer Challenge** in the Description text box.
- 6 Type the path and name of the SUMMER.PIF file in the Command Line text box. For example, if you installed the game to C:\SUMMER, then type **c:\summer\summer.pif** into the Command Line text box.
- 7 Choose **Change Icon**. The Select Icon dialog box appears.
- 8 Type the path and name of the SUMMER.ICO file in the Filename text box. For example, if you installed the game into C:\SUMMER, then type **c:\summer\summer.ico** into the Filename text box.
- 9 Choose **View Next**. The game's icon should appear.
- 10 Choose **OK**. The Program Item Properties dialog box appears again.
- 11 Choose **OK**. The new icon should appear in the group window.

Additional information about adding icons and changing program items can be found in your *Windows* manual under "Changing the Contents of Groups" in the Program Manager chapter.

## COPY PROTECTION CODEWHEEL

*Summer Challenge* uses a codewheel as copy protection. When the copy protection screen appears, your screen will show four elements — one FLAG and three terms (a COUNTRY, a CITY, and an EVENT) — and a box to type in.



Line up this FLAG

Line up this COUNTRY

Line up this CITY

Fig. 3 Copy Protection Screen

Now follow these instructions. Read *carefully*, please:

- 1 Match the FLAG on the screen to the same FLAG on the outer ring of the codewheel.
- 2 Match the COUNTRY on the screen to the same COUNTRY on the middle ring of the codewheel.
- 3 Rotate the middle ring so the COUNTRY lines up under the FLAG.
- 4 Next, find the CITY on the screen and match it to the same CITY on the inner ring of the codewheel.
- 5 Rotate the inner ring so the CITY is lined up under the FLAG and COUNTRY, which are already matched and lined up.

OK, here's where a lot of people screw up. Pay attention now.

- 6 Find the EVENT on the screen. Now, *without moving any of the rings*, look for that EVENT on the *interior* of the inner ring.

**Very Important Note:** This EVENT will not necessarily be found under the items you previously lined up on the codewheel. **Look all around the inner ring!**

- 7 There is a cut-out window immediately above the EVENT. In that window is a 4-digit "TICKET NUMBER."
- 8 Type in that TICKET NUMBER and press **Enter**. The game will now load.

## THE CONTROLS

### Keyboard? Joystick? Mouse?

You have some choices. And some givens. Here's what they are:

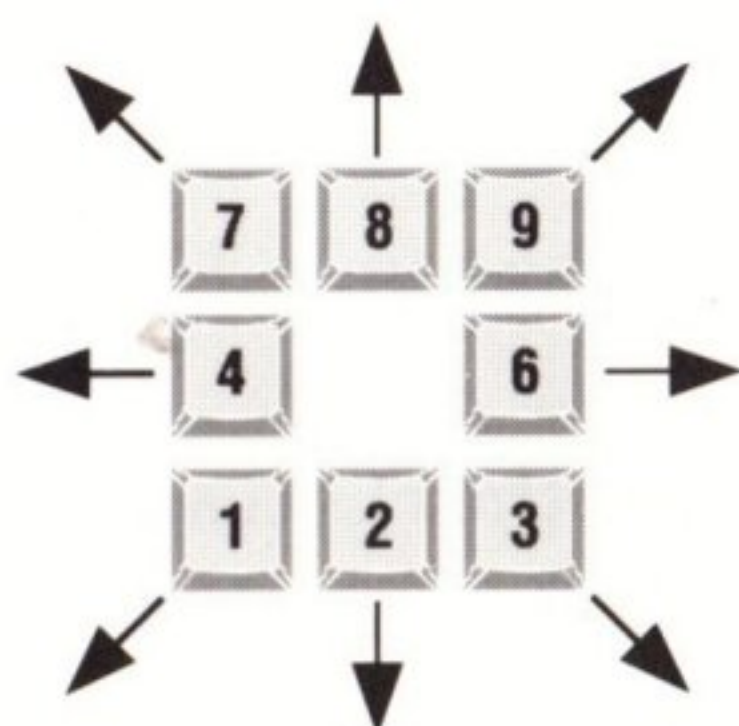
You can use the keyboard, keypad or joystick to play *Summer Challenge*. You can also use a mouse to make menu selections, but you **CANNOT** use the mouse for the actual event competition. Basic gameplay controls for each event are listed in the **Events** section of this manual, as well as on the enclosed **Summer Challenge Control Card**. Keep the card handy for quick reference when playing.

Here are the equivalent direction mappings for each type of controller.

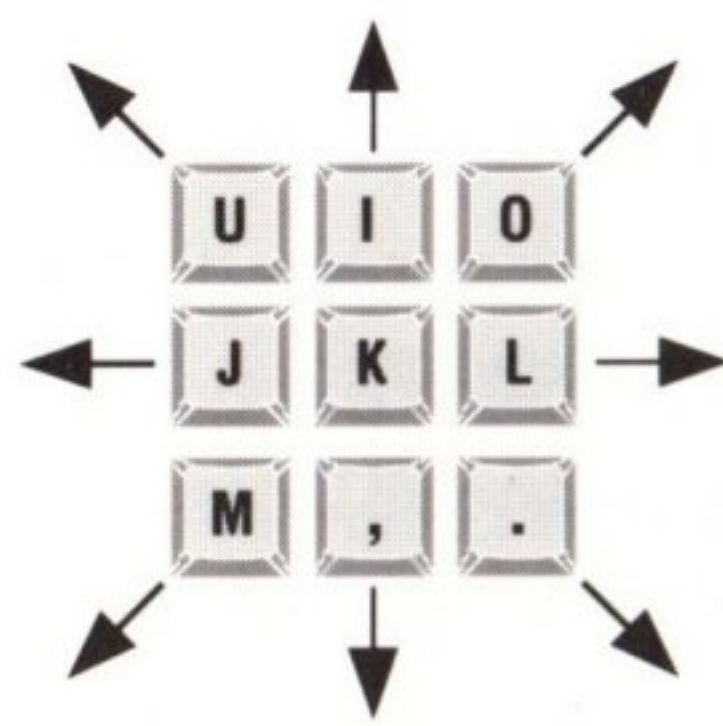


## THE CONTROLS (continued)

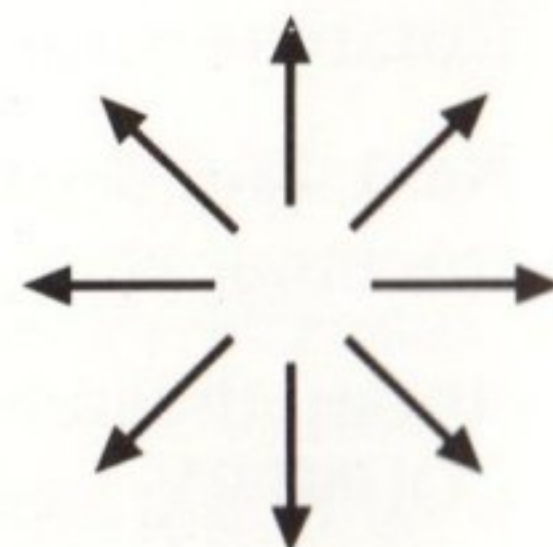
### Keypad



### Keyboard



### Joystick



**Note:** Diagonal controls are for *events only*.

Here are the equivalent button/keystroke commands for each type of controller:

Keypad		Keyboard		Joystick
Insert or 5	=	Enter or K	=	Button 1
Spacebar or Backspace	=	Spacebar or Backspace	=	Button 2

**Note:** Insert and K are only available during events.

## Menu Controls

For consistency sake, we will refer to keyboard commands only when we discuss making menu selections in this manual. However, you can also use the joystick or mouse. Here are the keyboard menu commands along with their joystick and mouse counterparts:

### Keyboard

Use the **arrow keys** to highlight an option, then press **Enter** to select or cycle options.

### Joystick

Move the joystick handle to highlight an option, then press **Button 1** to select or cycle options.

### Mouse

Move the on-screen arrow over the desired option and click the **left mouse button** to select or cycle options.

### Other Controls

To pause the game, press the **Scroll Lock** key.

To immediately escape to DOS, press **Ctrl** and **Esc** simultaneously.

To adjust the detail level during competition, press **F1**. (See **Detail**, page, 5.)

To turn sound on or off, refer to the Setup Menu.

## THE MAIN MENU

The Main Menu is your starting line for a number of *Summer Challenge* options and events. From here you decide whether to **train** to improve your skills — or go for it all in a **tournament**. From this menu you can also re-enter the Setup Screen to change your configurations. And, of course, you can return to DOS.

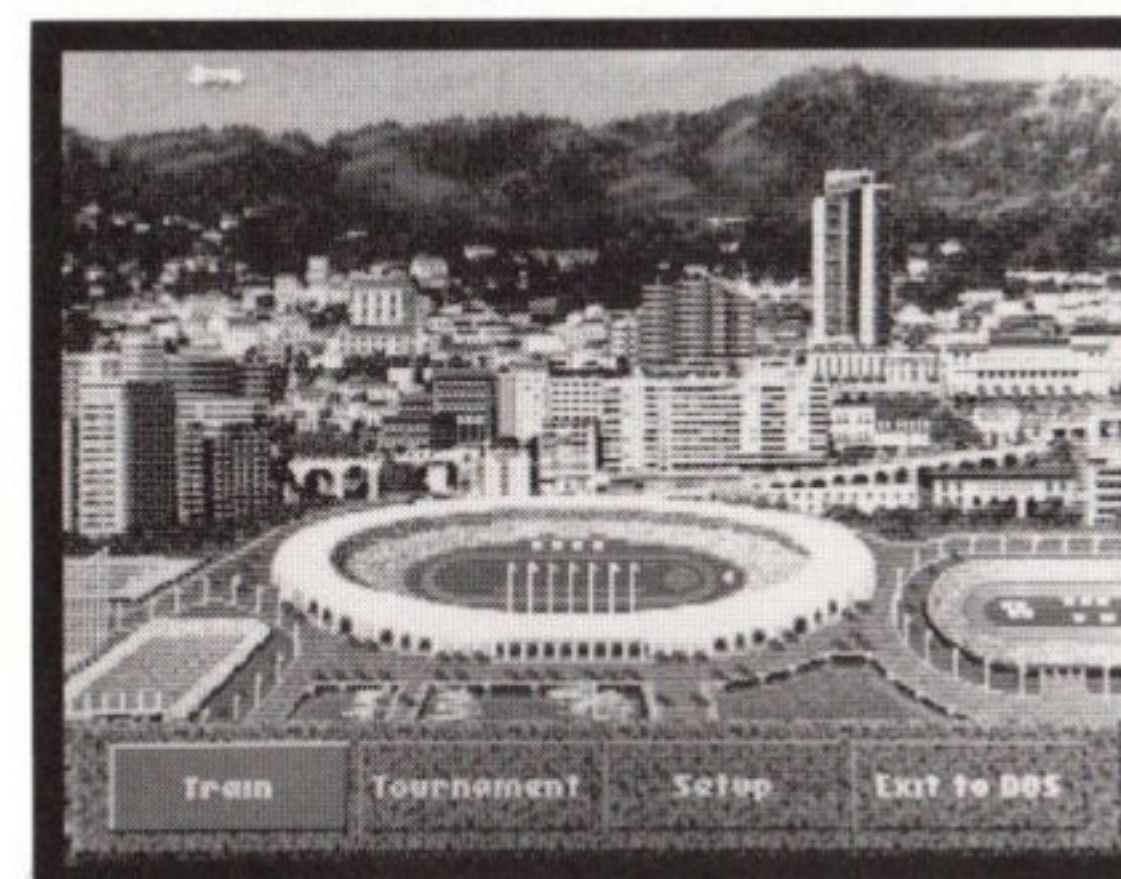


Fig. 4 Main Menu Screen

Here's a brief description of each of your Main Menu choices:

### Train

When you enter the training mode, you can sharpen your skills in any of the eight events. When training, you can practice an event as many times as you like. You can also view and save replays of your performance in training. For more details, see **Training**, page 12.)



## Tournament

To go straight to the heavy competition, choose **Tournament**. Here you will actually compete against other athletes from around the world in eight events. For details about selecting competitors, checking your standings, saving and switching tournaments and more, see **Playing a Tournament**, page 18.

## Setup

If you make changes to your hardware configuration, like getting a new sound board or joystick, or if you just want to change the level of graphic detail in the game, select this option. For a more detailed description of Setup options and procedure, see **The Setup Screen**, page 4.

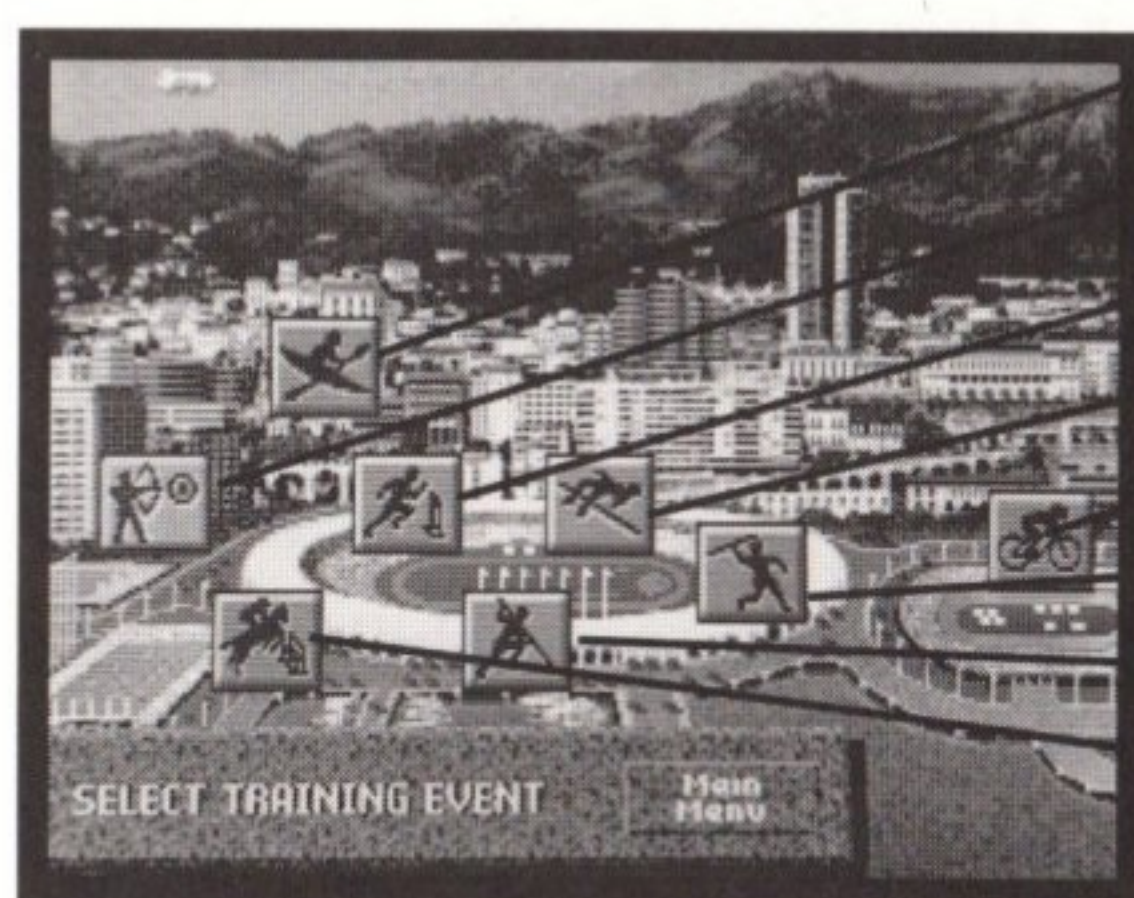
## Exit to DOS

You guessed it.

## TRAINING

The training mode enables you to sharpen your *Summer Challenge* skills outside of tournament competition. Once you select **Train** from the Main Menu, you'll see the Event Selection Screen. Here icons for all eight events are displayed.

To select an event, highlight the icon for the event you want by using the **left/right arrow keys**. Then press **Enter**.

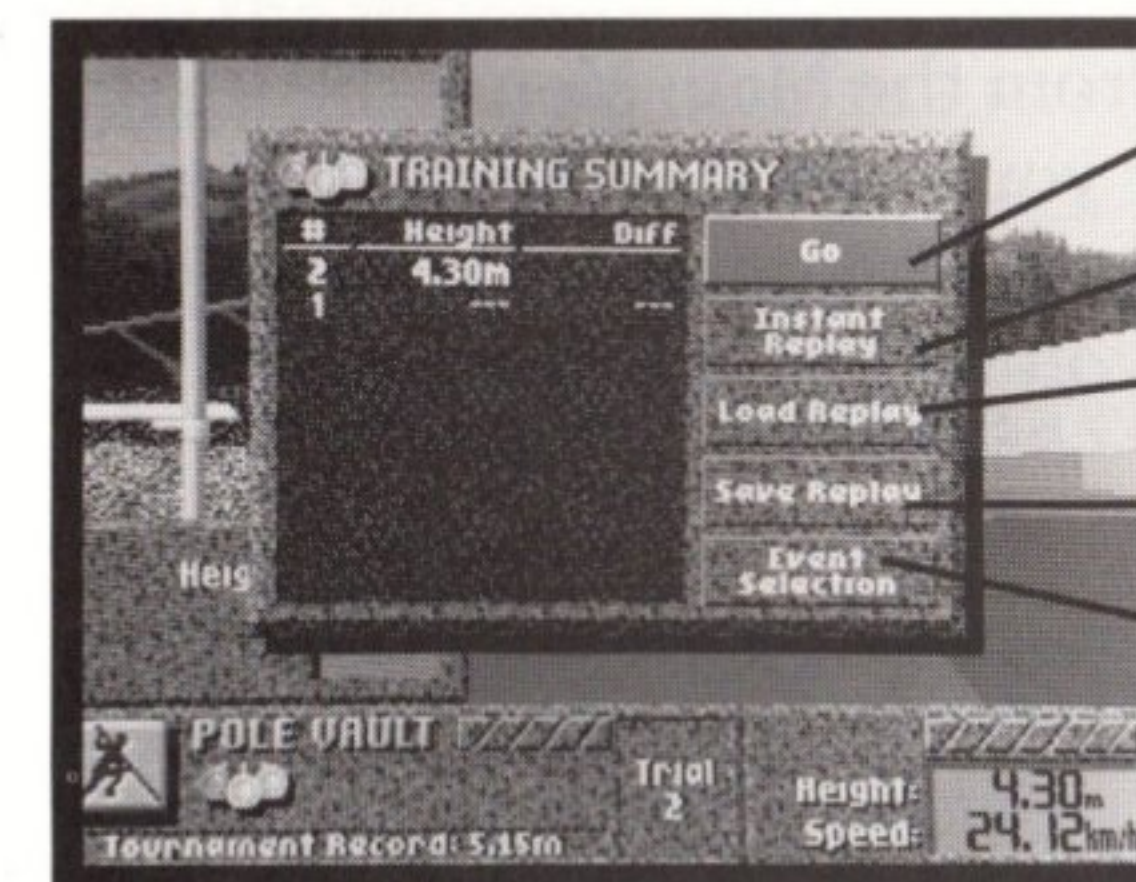


- Kayaking
- Archery
- 400 Meter Hurdle
- High Jump
- Cycling
- Javelin
- Pole Vault
- Equestrian

Fig. 5 Event Selection Screen

Once you've chosen a sport, an Event Description box appears on the screen, telling you a little about the event. Now you can choose to **Train** (participate in the event) or **Return** (go back to the Event Selection Screen) by moving the highlight box to your choice with the **up/down arrow keys**, and then pressing **Enter**.

If you choose **Train**, a Training Summary Menu will appear on the screen, offering you these five options: **Go**, **Instant Replay**, **Load Replay**, **Save Replay**, and **Event Selection**. Use the **up/down arrow keys** to move the flashing highlight box to the desired option and press **Enter**.



- Begin training
- View last performance
- Load previously saved performance
- Save last performance
- Select a new event

Fig. 6 Training Summary

Here's a brief breakdown of what you'll find with each menu choice from the Training Screen:

## Go

Choose this if you're ready to train in your chosen event. (For more specific information about events and their controls, see **The Events** beginning on page 26.)

## Replay Options

These allow you to take a second look at a performance — you may be looking to see exactly what you did right, or possibly the other way around. Either way, this feature can be very valuable to a *Summer Challenge* athlete in training. For greater detail about your replay options — how to save, load, or view them — see **All About Replays**, page 40.

## Event Selection

Returns you to the Event Selection Screen.



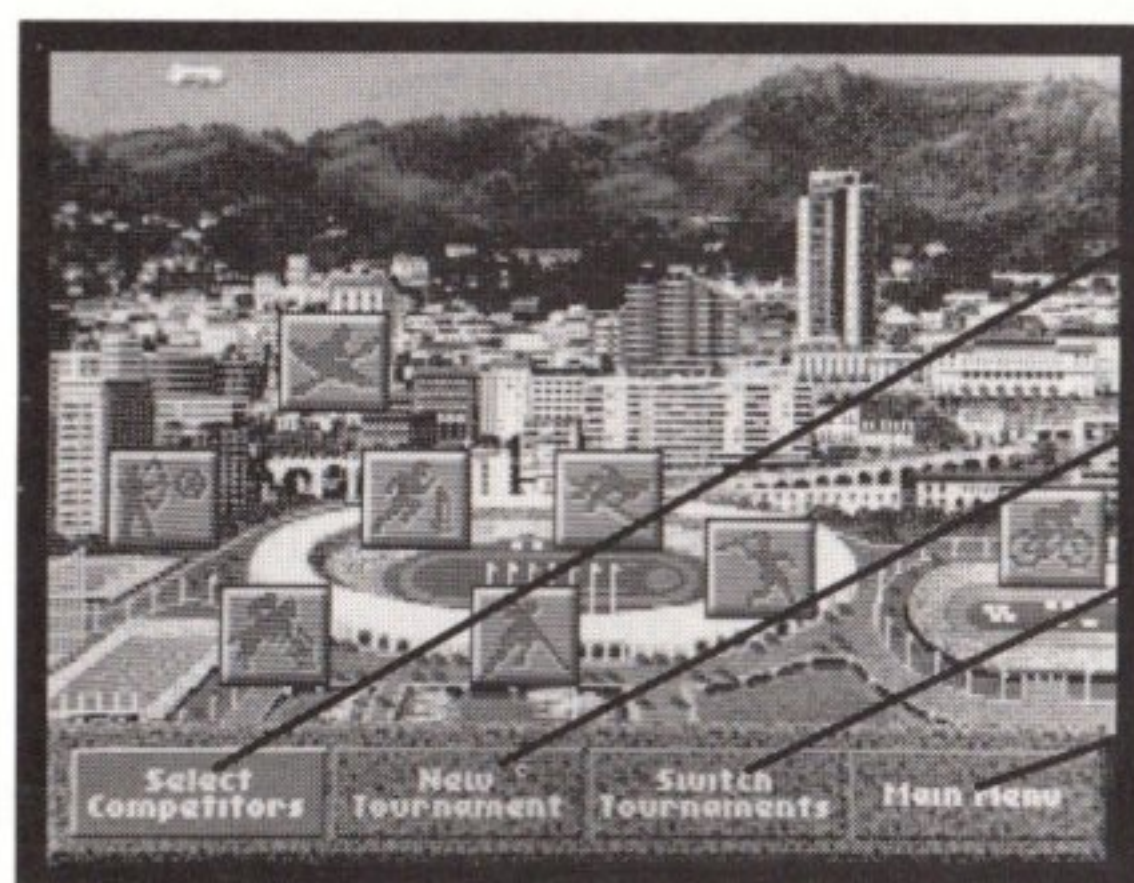
## SETTING UP FOR A TOURNAMENT

Once you've trained for all the events, you're ready to test your skills in an actual tournament. Tournament mode is where the real challenge (and the fun) begins.

To enter Tournament, select **Tournament** from the Main Menu. Then highlight **Select Competitors** from the panel of choices across the bottom of the screen. Here are some of your Main Tournament Menu options:

### Selecting Competitors

When you select the Tournament mode from the Main Menu, the Main Tournament Screen will appear and offer you several options. You can select competitors, start a new tournament or continue a saved one. Use the **arrow keys** to select the option you want, then press **Enter**.



- Pick your names, faces and flags
- Name (and save) a new tournament
- Resume a saved tournament
- Return to Main Menu

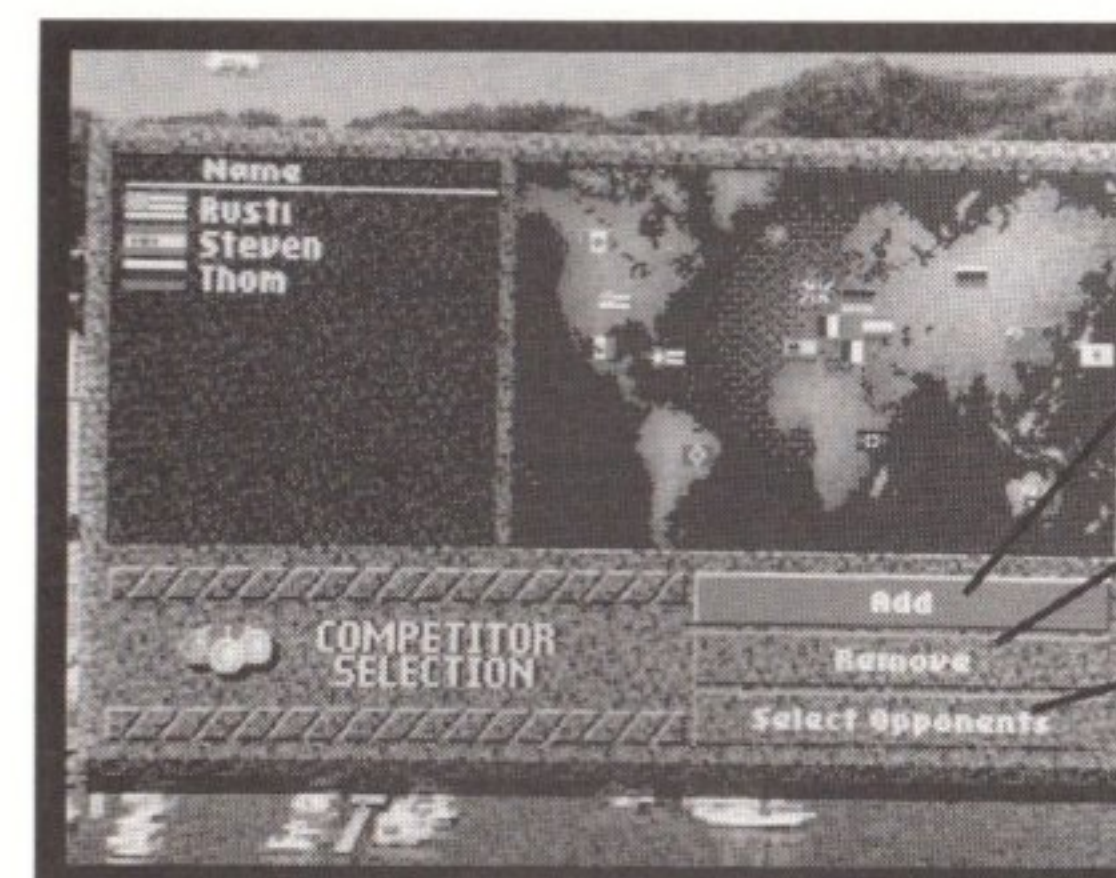
Fig. 7 Main Tournament Screen

Here's more detail on each of the Main Tournament Menu choices:

### Select Competitors

A tournament requires ten competitors. You may enter from one to ten competitors on your own. You must, however, enter at least one human competitor (yourself) to begin a tournament. If you enter less than ten, the computer will provide the rest.

Once you choose the **Select Competitors** option, the Competitor Selection box appears.



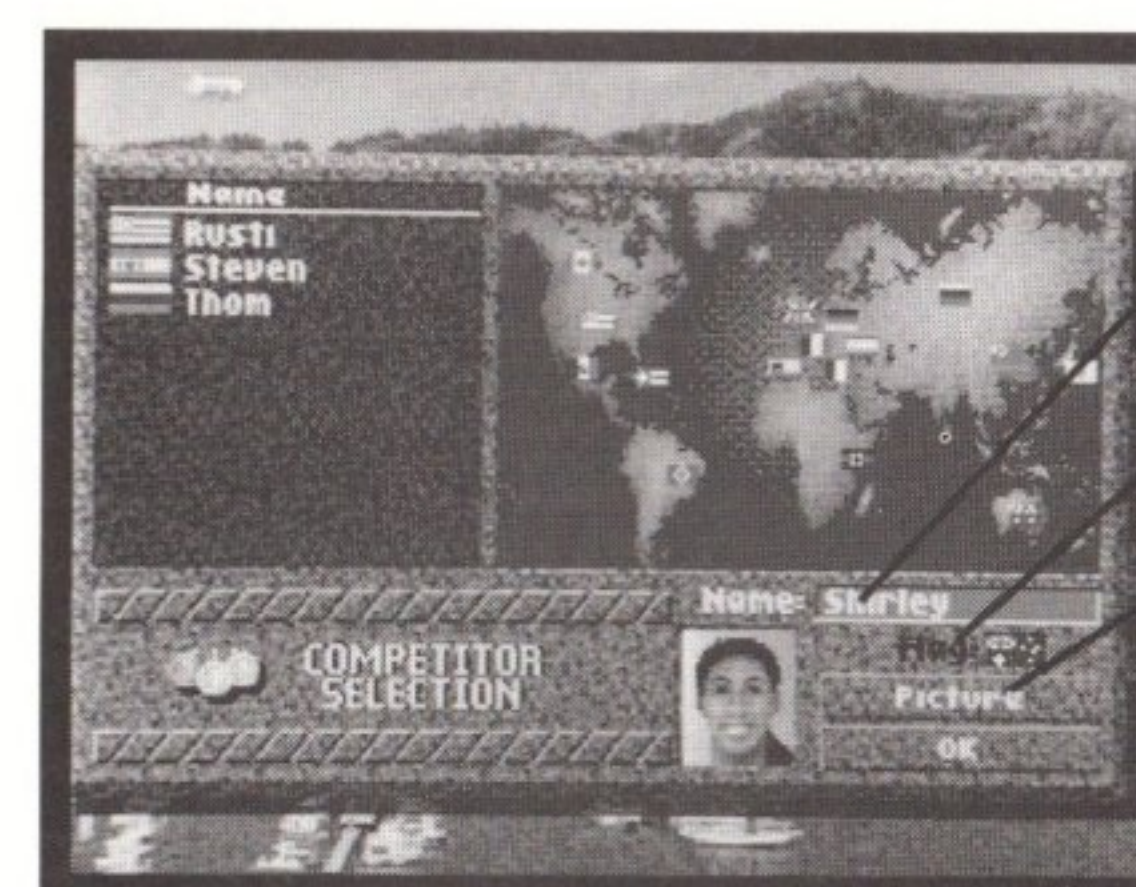
- Add your own competitors (including yourself)
- Remove unwanted competitors
- Select opponents

Fig. 8 Competitor Selection Box

Use the **up/down arrow keys** to highlight your choice, then press **Enter** to select it.

### Add

This option lets you create a competitor with a name, flag, and a face.



- Type in a name
- Highlight then press **Enter** to cycle through flags
- Highlight then press **Enter** to cycle through faces

Fig. 9 Add Screen

**Note:** You must add at least one competitor (YOURSELF!) to be allowed to begin a tournament.

Use the **up/down arrow keys** to move through these options:

- When the **Name** button is highlighted, use the keyboard to type in a name.
- When the **Flag** button is highlighted, use the **Enter** key to cycle through your flag choices until the one you want is displayed.
- When the **Picture** button is highlighted, use the **Enter** key to cycle through faces until the one you want is displayed.



## Add (continued)

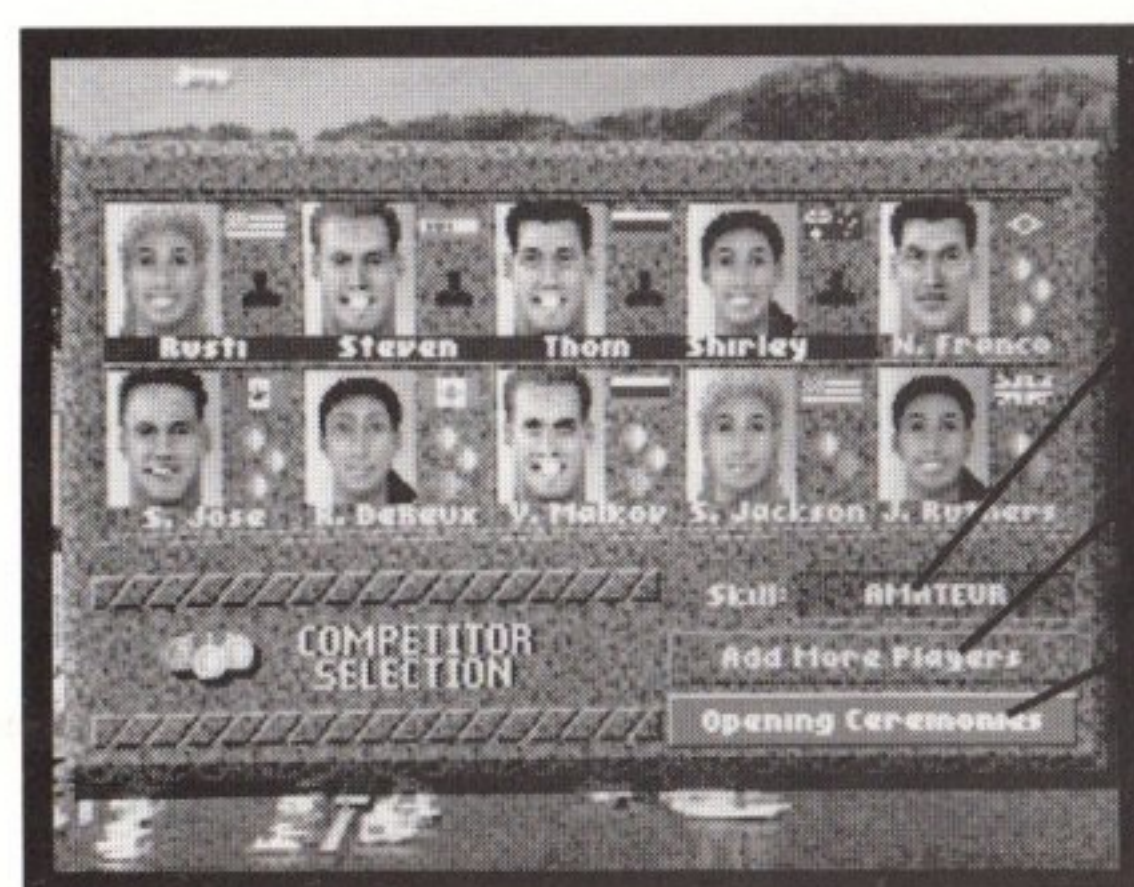
Once you're satisfied with the choices displayed on the screen, highlight the **OK** Button and press **Enter**. (If you're *not* satisfied, you can always use the **up/down arrow keys** to go back and change your selections.) Your athlete's name will appear on the Competitor's Roster in the upper left-hand side of the Competitor Selection box.

## Remove

If you highlight this option and press **Enter**, you will automatically delete the last athlete entered on the Competitor's Roster.

## Select Opponents

Highlight this option and press **Enter** when you're through making your competitor selections. The Competitor Selection box will appear on the screen.



Choose between three skill levels

Add new players (return to previous screen)

Begin the tournament

Fig. 10 Competitor Selection Screen

Now you can see your face up there amongst your opponents. From here you have three options: **Skill (level)**, **Add More Players**, and **Opening Ceremonies**. Use the **up/down arrow keys** to highlight the desired option and press **Enter**. Here's how to use each option:

## Skill Level

Skill levels determine the speed, stamina, and style of your computer opponents. Use your **Enter** key to cycle through your choices — **Amateur**, **Professional**, or **World Class** — and take a look at the competition. Note the number and type (gold, silver or bronze) of medals each competitor has won (displayed next to their picture). Do you want to play around with Amateurs, or go for it all against World Class competitors?

## Add More Players

Highlight this option and press **Enter** if you'd rather return to the previous screen and add more of your own players.

## Opening Ceremonies

This is it! When competitor selection is complete, select this option and watch *Summer Challenge* begin. But be sure about your selections, because once you've started, there's no turning back.

## Codewheel Copy protection

If you're beginning a tournament before engaging in any other activities, like training, you may not have been asked to enter your copy protection codewheel ticket number yet. But you will.

For details on using the codewheel, see **Copy Protection Codewheel**, page 8.

## Checking Standings



Fig. 11 Standings Screen

Select this option to check competitor rankings, points scored, and medals awarded. A Tournament Standings box will appear on the screen, displaying a list of competitors ranked according to performance. When you're finished checking rankings, return to the Tournament Menu by pressing **Enter**.



## PLAYING A TOURNAMENT

### Choosing Events

You've chosen your competitors and skill levels, and witnessed the opening ceremonies. You're now ready to begin by choosing which event you wish to compete in first.

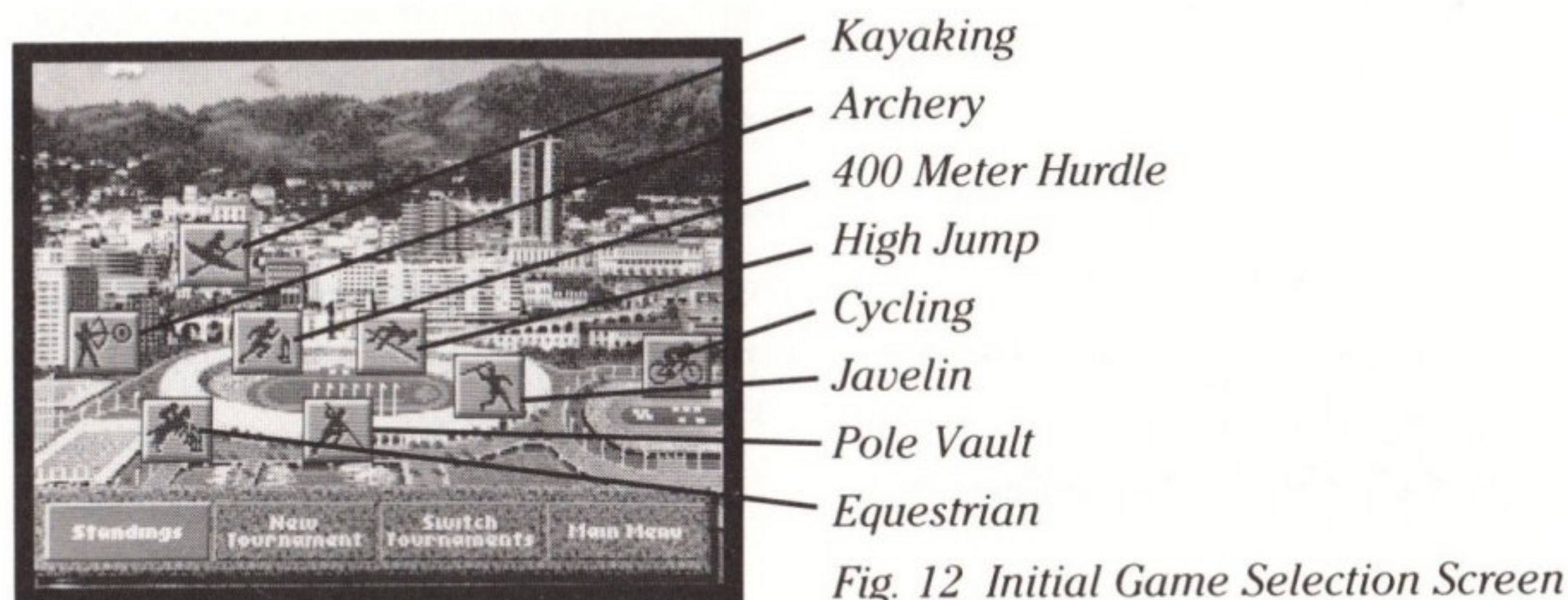


Fig. 12 Initial Game Selection Screen

To select an event from the Tournament Event Selection Menu, first use the **up arrow key** to access event icons. Then use the **left/right arrow keys** to highlight the event icon you want, and press **Enter** to select it. (You may play the events in any order.)

Once you've chosen an event, an Event Description box appears, telling you a little about the event. Now you can choose to **Compete** or **Return** (to the Event Selection Screen) by moving the highlight box to your choice with the **up/down arrow keys**, then pressing **Enter**.

**Note:** Once you start an event, all competitors must complete their turns before you can select another event. However, you can skip the event by pressing **Esc** when it's your turn.

### Changing the Order of Competition

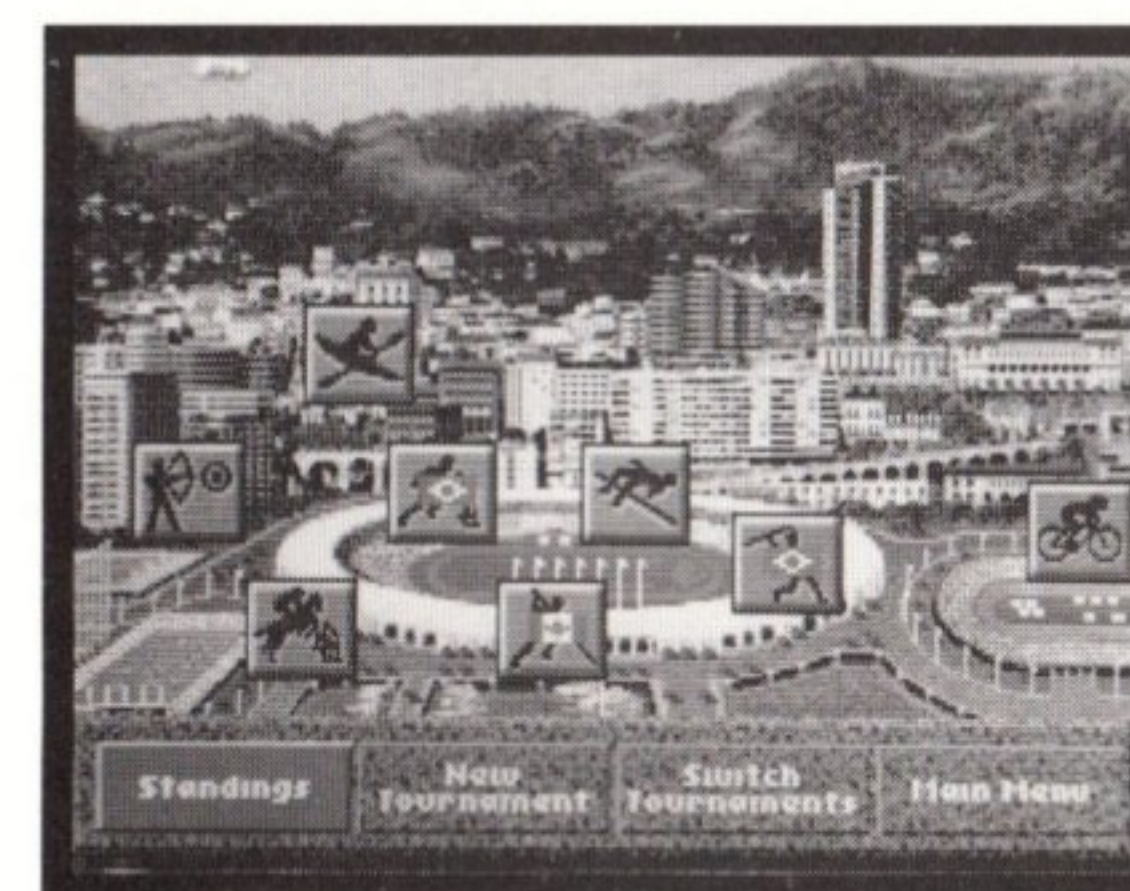
When you choose to compete, the Event Summary box will be displayed. The left side of this box lists all the athletes' names in the order that they will compete. Note that the athlete you control is always listed *ahead* of computer-controlled competitors. But you can have your computer-generated opponents compete first, so you can see what score, time or distance you need to beat.

**Note:** You won't view the performances of your computer opponents. You'll see their scores, distances and times.

Here's how to put other competitors in front of you:

- 1 Use the **left arrow key** to access the list of competitors, then the **up/down arrow keys** to highlight the opponent.
- 2 Press **Enter**. The competitor's time, score or distance will appear. You can do this with all competitors listed, in any order you wish.
- 3 To return to Tournament Play options, press the **right arrow key**.

### Tournament Menu



The gold medalist's flags for each event will appear on the icon of the completed event.

Fig. 13 Tournament Menu

### Tournament Play Options

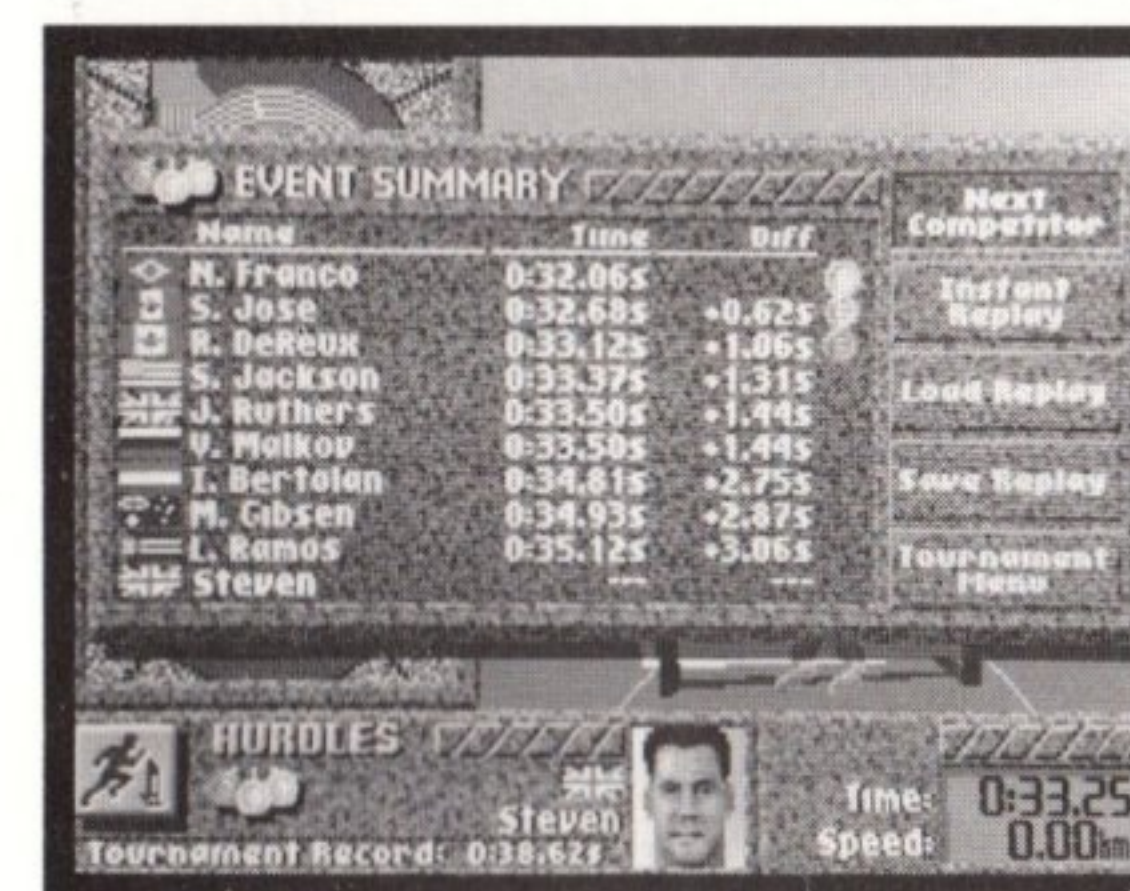


Fig. 14 Tournament with Play Options Screen

You have five Tournament Play options — **Next Competitor**, **Instant Replay**, **Load Replay**, **Save Replay**, and **Tournament Menu**. Use the **up/down arrow keys** to highlight the desired option and press **Enter**.

**Note:** If an option button is black, it cannot be selected.



## Next Competitor

Select this option to begin competition in a chosen event. (See **The Playing Screen** and **Events** Sections for more information on how to compete in the various events.)

## Instant Replay

Lets you take a second look at your previous performance.

## Load Replay

Lets you watch a previously saved performance.

## Save Replay

Lets you save a run for future viewing.

**Note:** For more about viewing, saving and loading instant replays, see **All About Replays**, page 40.

## Tournament Menu

Returns you to the Tournament Event Selection Menu.

# NEW, SWITCHING AND RESUMING TOURNAMENTS

Because each tournament is a major event, *Summer Challenge* offers you the following tournament options:

## New Tournament

Select this option if you want to create a new tournament. When the New Tournament box appears on your screen, use the keyboard to type in a name for your tournament, then press **Enter** to save the new tournament to the drive and/or directory currently specified in the Path: window (e.g., C:\SUMMER).

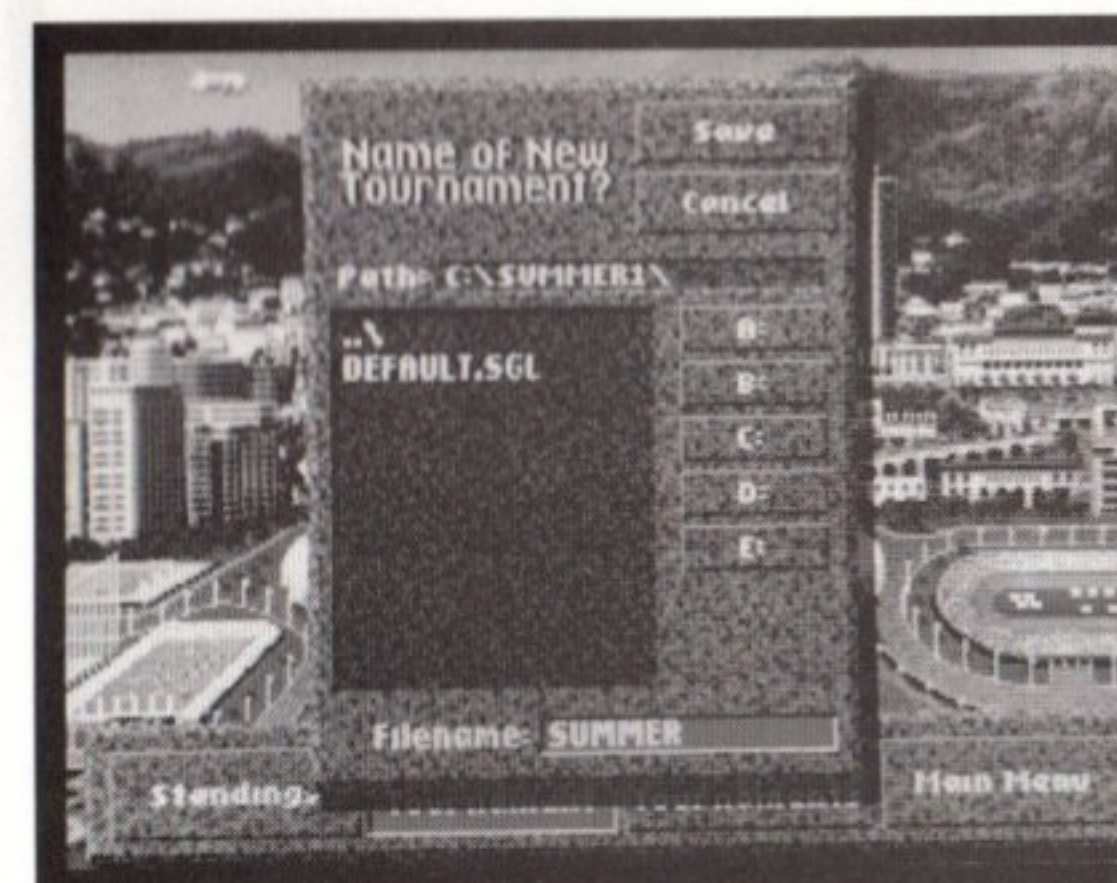


Fig. 15 New Tournament Screen

**To save your tournament to a drive different from the one displayed in the Path: window:**

- 1 When the New Tournament box appears on the screen, press the **up arrow key** to access the available drive options.
- 2 Use the **up/down arrow keys** to highlight the drive you want, and press **Enter**. That drive should now appear in the Path: window.
- 3 Now use the **down arrow key** to highlight the Filename: window.
- 4 Type in a name for your tournament and press **Enter**.

**To save your tournament to another directory:**

- 1 Press the **up arrow key** to highlight the drive buttons. Then press the **left arrow key** to select **..\** from the displayed files and press **Enter**. This will let you view all directories in the current drive path — that is, the drive listed in the Path: window.
- 2 Now use the **up/down arrow keys** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Now press the **right arrow key** to move to the drive buttons, then the **down arrow key** until you highlight the Filename: window.
- 4 Type in a name for your tournament and press **Enter**.

**To create a new directory for your tournament:**

- 1 Press **Esc** until you exit from the game.
- 2 At the DOS prompt, use standard DOS procedures for creating directories. (Please refer to your DOS manual for instructions.)

After you've saved the new tournament to the drive and/or directory currently specified in the Path: window, your tournament file opens and you're ready to select competitors.



## Switch Tournaments

Select this option if you want to resume play in a "saved" tournament. When the Switch Tournaments box appears on your screen, use the **up/down arrow keys** to highlight the tournament you want, then press **Enter** to select it.

**Note:** Tournaments are automatically saved when you exit a tourney before completion.

**If your tournament is in a drive different from the one displayed in the Path: window:**

- 1 Press the **right arrow key** to access the available drive options.
- 2 Use the **up/down arrow keys** to highlight the correct drive, and press **Enter**. That drive should now appear in the Path: window.
- 3 Return to the list of tournament names by pressing the **left arrow key**.
- 4 Highlight the desired tournament and press **Enter**.

**If your tournament is in another directory:**

- 1 Select **..\** from the displayed files and press **Enter** to view all directories in the current drive path — that is, the drive listed in the Path: window.
- 2 Now use the **up/down arrow keys** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 When you are in the directory you want, highlight the desired tournament and press **Enter**.

When the Tournament Event Selection Menu appears, you can resume play by using the **up arrow key** to access the event icons and the **left/right arrow keys** to highlight your event of choice.

**Note:** See **Tournament Play and Events** for more information about tournament participation.

## Main Menu

Select this to return to Main Menu Screen.

## Resuming Play in a Tournament

If you ended play in the middle of a tournament the last time you used *Summer Challenge*, the TOURNAMENT AUTOMATICALLY SAVED and you may start right where you left off.

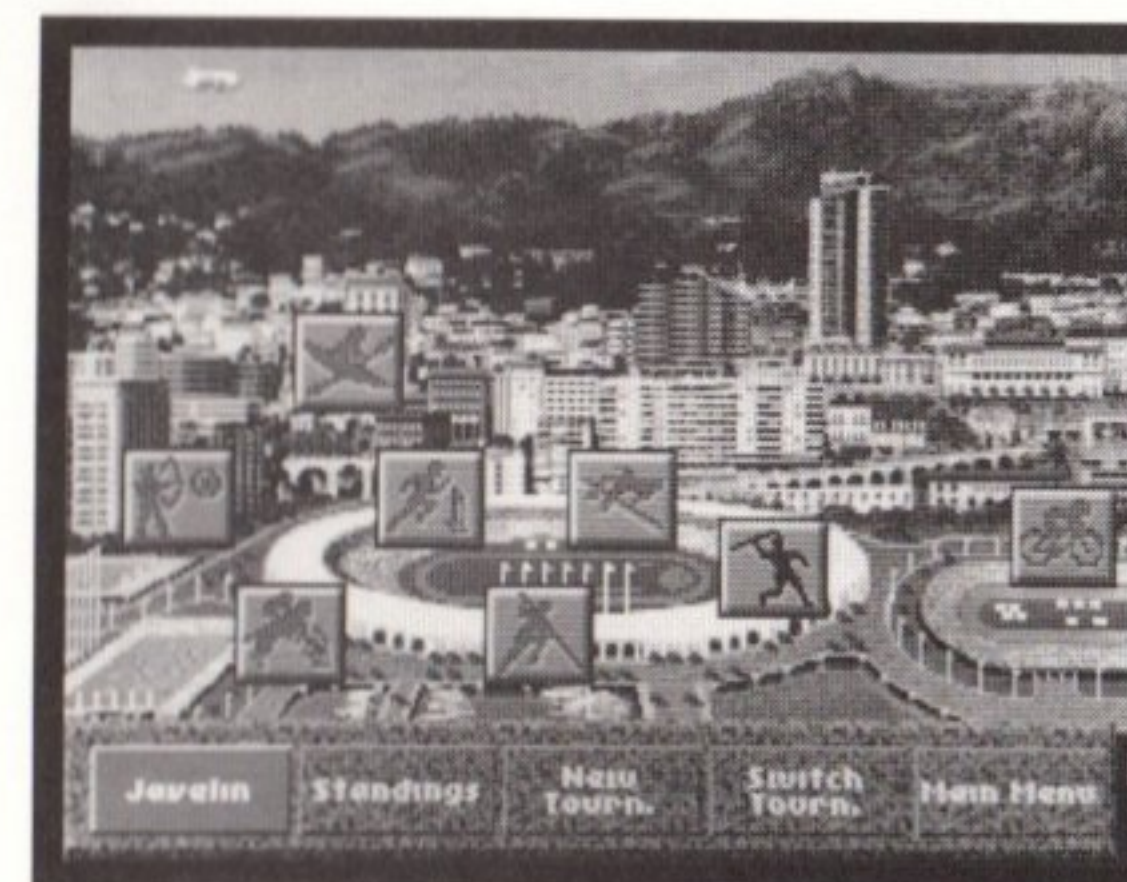


Fig. 16 Tournament Screen After Resuming Play

**If you ended play before all competitors completed an event:** The name of that event will appear in an option box on the bottom left-hand side of your screen. Simply select this option by using the **right/left arrow keys** to highlight the option box, then press **Enter**. You're back in action.

**If you completed your event before ending play:** You may choose a new event by using the **up arrow key** to access the event icons. Then use the **right/left arrow keys** to highlight the desired event. Press **Enter** to begin play.

## Deleting a Tournament

To delete a tournament file, press **Esc** until you exit from the game. At the DOS prompt, use standard DOS procedures for deleting files. Please refer to your DOS manual for instructions. Tournament files have a .SGL file extension (e.g. TOURN.SGL). **Do NOT delete the file DEFAULT.SGL.**

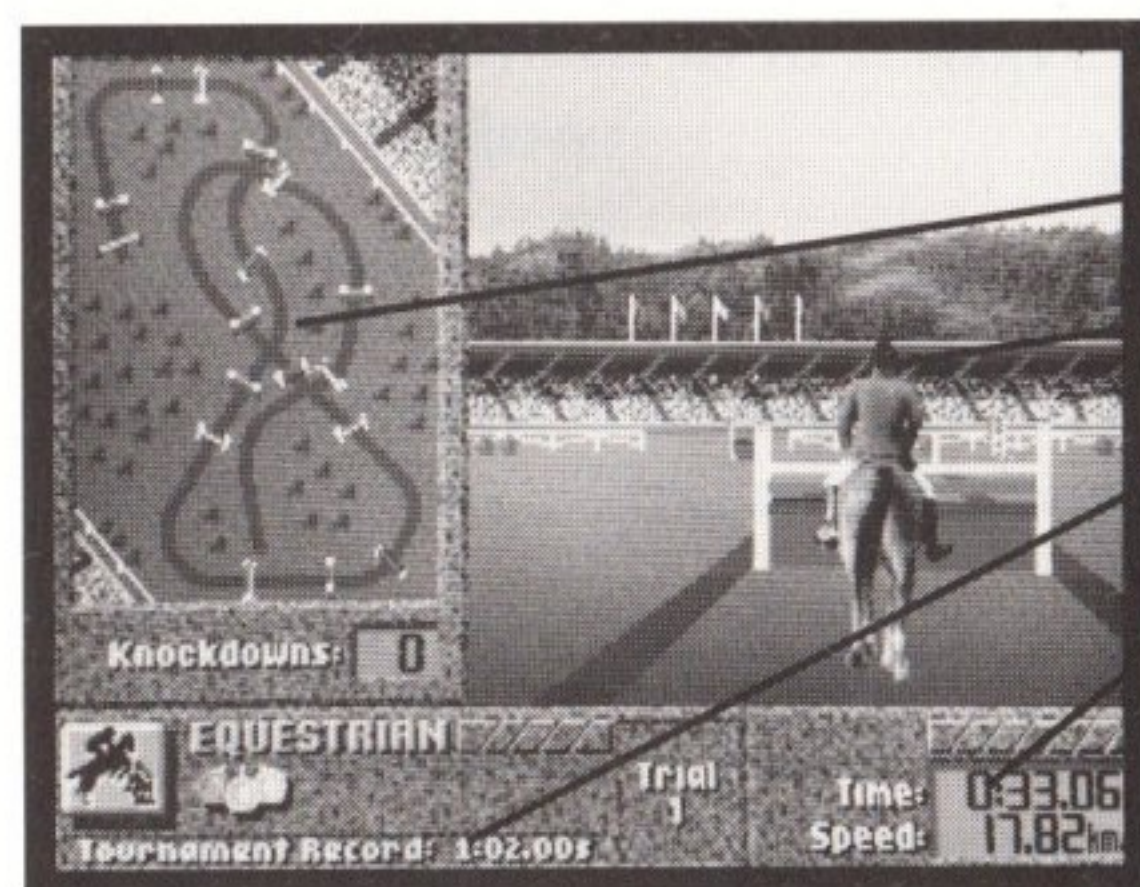
## Tournament Records

Tournament Records can be set only in tournament play. The scores of computer opponents do NOT count as tournament records. Therefore, it is possible for you to set a record without actually winning the event.



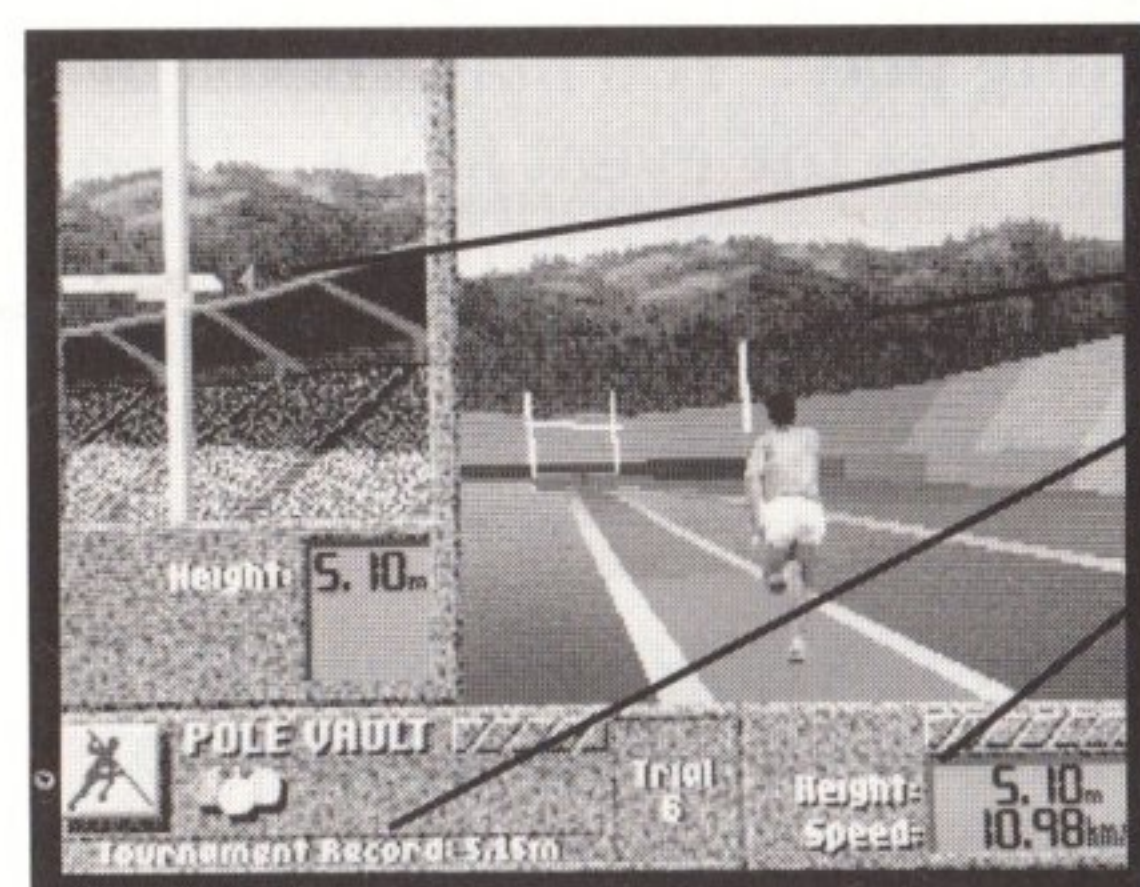
## THE PLAYING SCREEN

The playing screen for both Training and Tournaments is divided into two main windows with several smaller windows. The main window on the right is called the Action Window because this is where the main action happens. The window on the left is called either the Course Overview (if the event uses a course) or the Performance Window (if it does not.) The various smaller windows and the information they impart are defined below.



- Course overview
- Action window
- Tournament record
- Time/distance/score display

Fig. 17A Playing Screen



- Performance window
- Action window
- Tournament record
- Time/distance/score display

Fig. 17B Playing Screen

## Action Window

This is where the action happens — whether it's moving down a track on foot, on two wheels or on horseback. Or perhaps you're racing through the water in a kayak or aiming your arrow at a target.

## Course Overview

In an event in which you complete a course, such as Cycling, Kayaking, 400 Meter Hurdles or Equestrian, you will view a course overview from the left window. As you compete, you can follow the colored dot that represents your competitor around the course.

## Performance Window

In events that don't have courses, like Pole Vault, High Jump, Javelin and Archery, the left window will let you set heights, view distances or see accumulated scores.

## Time/Distance/Score Display

This shows your time, speed, distance, height or score for this trial.

## Tournament Record

Displays the best record ever earned in the indicated event by anyone who's played *Summer Challenge* in Tournament mode on your PC. It does NOT include the performances of computer opponents.



## THE EVENTS

### Archery

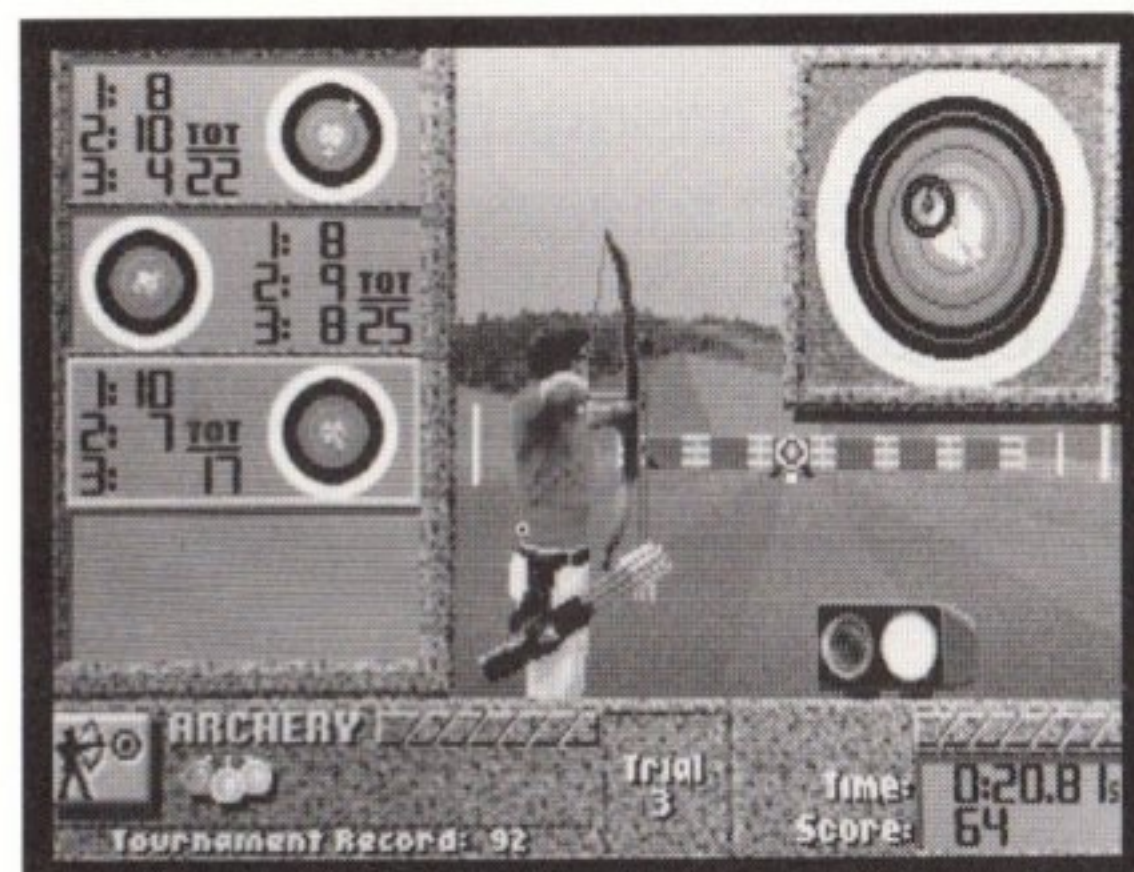


Fig. 18 Archery Screen

Archery is one of the oldest events in modern athletic competition. And one of the newest. Because even though the bow and arrow date back to prehistory, it wasn't until recently that archery was revived as a world-class sport.

As a champion archer you rely on accuracy, consistency of form and absolute concentration. You'll use a fiberglass bow with synthetic string and graphite arrows. And you'll be aided by leather fingertabs and armguards for protection, as well as a ring-shaped sight on your bow for heightened accuracy.

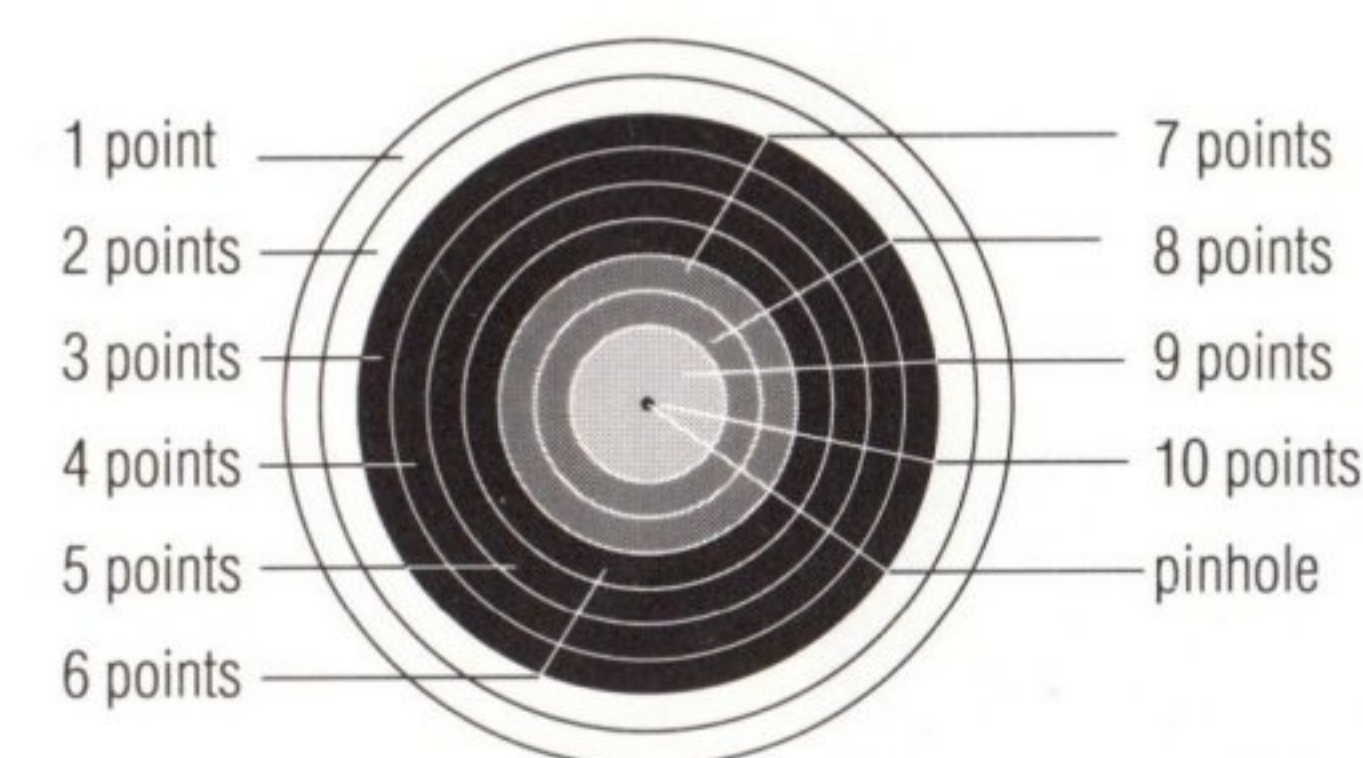
You'll go through seven distinct motions to shoot each arrow. First, you'll take your **stance** (be sure to plant your feet firmly). Then **grip** your bowstring and **fit** the arrow against it. **Draw** the bowstring and **anchor** it under your chin. Take **aim** through the sight. And **release**.

Your arrow will travel a distance of 70 meters before it reaches the target — *if* it does. You'll shoot three arrows in each *end*, four ends in a match, 12 arrows in all.

Your final score will be based on the combined point values of all four *ends*. The archer with the highest score is the winner. So shoot for it.

### Archery Controls

The object of Archery is to get the highest number of points. The closer your arrow hits to the center of the target, the higher the point value. If there's a tie, the archer with the shortest total time wins.



In each archery event you shoot a total of 12 arrows in sets of three. You have 30 seconds to shoot three arrows.

	KEYPAD	JOYSTICK
<b>Pull Back String</b>	Hold down <b>Enter</b>	Hold down <b>Button 1</b>
<b>Aim Arrow</b>	Use <b>arrow keys</b> to align crosshairs on target	Use <b>joystick</b> to align crosshairs on target
<b>Release Arrow</b>	Release <b>Enter</b>	Release <b>Button 1</b>

**Tips**

- Draw back the bowstring slowly and steadily, then pause for a moment to compose yourself and steady your aim. However, don't anchor the bowstring under your chin for too long or your arm muscles will tire and your aim will be off.
- Archery is a sport that emphasizes accuracy over speed so don't rush your shots. Use your available time to aim your arrows, aligning the crosshairs on the target before you release.



## Equestrian

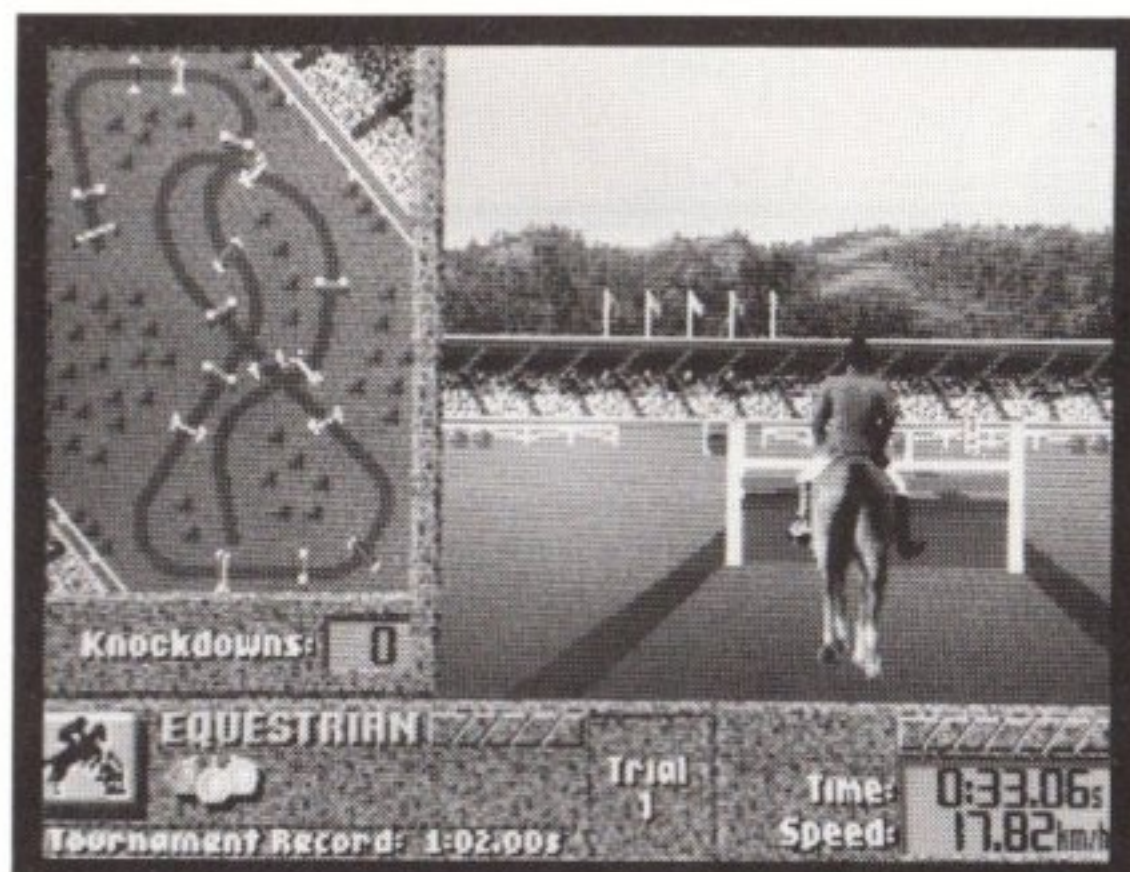


Fig. 19 Equestrian Screen

Equestrian competition can be one of the most dangerous and demanding sports on the *Summer Challenge* circuit. In fact, riders have sustained broken limbs and other serious injuries.

In the *Summer Challenge* equestrian event, you negotiate an 800-meter show jump course planted with sixteen obstacles to be jumped in a specified order. The obstacles include posts and rails, stone walls and bush and rails.

You must complete the entire course in the shortest time possible.

Faults add to your final time — which you want to keep as short as possible. You incur **faults** by knocking down obstacles.

So climb into the saddle and hope that years of working with your horse has made you a winning team. Good luck to both of you!

### Equestrian Controls

To complete the Equestrian Event, you must ride your horse through a course consisting of 16 obstacles. You and your horse must work as one to jump over these obstacles with a minimum of faults.

Penalties for faults are added to your overall time. The equestrian who completes the course in the shortest amount of time wins.

If your horse throws you — because you directed him to jump too early or too late — you will be disqualified. Straying too far off the course will also disqualify you.

	KEYPAD	JOYSTICK
<b>Start Galloping</b>	Press <b>Enter</b>	Press <b>Button 1</b>
<b>Prod Horse - Gallop faster</b>	Press <b>up arrow key</b>	Press <b>up</b>
<b>Slow Horse</b>	Press the <b>down arrow key</b>	Pull <b>back</b>
<b>Veer Left</b>	Press <b>left arrow key</b>	Push <b>left</b>
<b>Veer Right</b>	Press <b>right arrow key</b>	Push <b>right</b>
<b>Jump</b>	Press <b>Backspace</b> or <b>Spacebar</b>	Press <b>Button 1</b>
<b>Tips</b>		
<ul style="list-style-type: none"> <li>• Avoid knocking down the obstacles. Each obstacle you topple costs you 10 seconds for each knockdown.</li> <li>• To avoid being thrown by your horse, center your jumps carefully.</li> </ul>		



## Kayaking

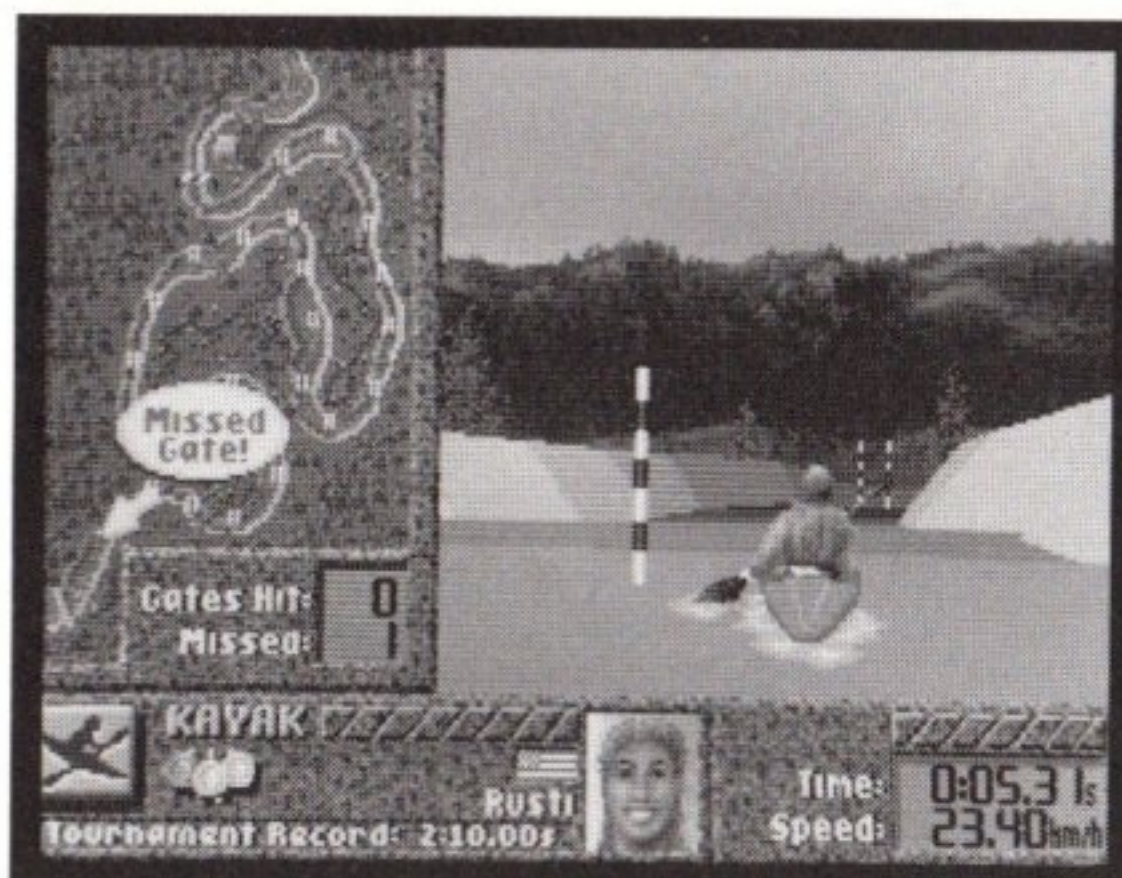


Fig. 20 Kayaking Screen

You and your 30-pound fiberglass kayak are one. You sit upright, legs outstretched inside the boat. Your feet control the rudder by pressing left and right on a T-bar deep in the bow of the boat.

For greater power and more precise steering you use a single paddle. It's 7 1/2 feet long and has oval blades on either end.

Your paddling motion can be broken down into four parts: the **set up**, the **catch**, **power** and **exit**. On the **set up** you position your upper body for strength and flexibility. On the **catch** you quickly thrust the paddle into the water, applying your body weight and muscle strength against the water's resistance to propel the boat forward.

Next comes the **power**. At this point you pull the paddle all the way through the **catch**, steering at the same time. And then you do the same (**catch** and **power**) with the opposite blade. Finally you perform the **exit**, which consists of lifting both blades out of the water and positioning yourself for another **set up**.

Now that you know what to do, you must put it all together as quickly and smoothly as possible on a 1 kilometer course.

The river's flowing, so start stroking.

## Kayaking Controls

The object of the kayaking competition is to complete the treacherous 1 kilometer course, steering between pairs of gates, in the fastest possible time. Use the following controls for Kayaking action:

	KEYPAD	JOYSTICK
<b>Start</b>	Press <b>Enter</b>	Push <b>up</b>
<b>Paddle</b>	Press and hold <b>up arrow key</b>	Push <b>up</b> and hold
<b>Steer Left</b>	Press <b>left arrow key</b>	Push <b>left</b>
<b>Steer Right</b>	Press <b>right arrow key</b>	Push <b>right</b>
<b>Sharp Left</b>	Press and hold <b>Enter</b> or <b>5</b> on keypad and press <b>left arrow key</b>	Hold down <b>Button 1</b> and push <b>left</b>
<b>Sharp Right</b>	Press and hold <b>Enter</b> or <b>5</b> and press <b>right arrow key</b>	Hold down <b>Button 1</b> and push <b>right</b>

**Tips**

- Make sure you don't miss or hit any of the gates. You'll be penalized 20 seconds for each one you miss and five seconds for each one you hit.
- When approaching a gate, it's important to position yourself upstream well in advance so that you can pass through without having to cut back and lose time.



## 400 Meter Hurdles

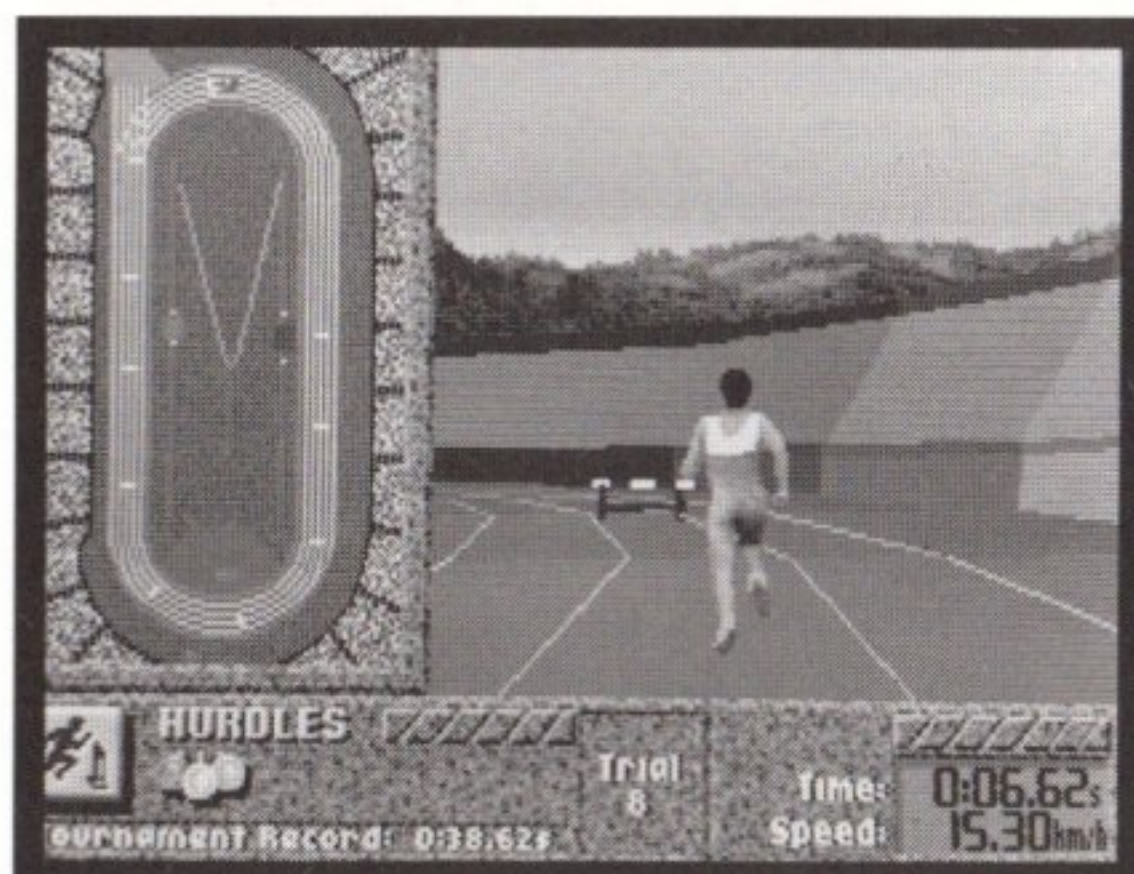


Fig. 21 Hurdles Screen

The hurdles is one of the most physically exhausting events of *Summer Challenge*. It combines speed with endurance, and surges of energy with a steady rhythm.

You'll run a complete lap around a 400 meter track leaping over 10 hurdles en route. The hurdles are 36 inches high, lightweight and shaped like inverted Ls. So if you knock one over you can probably keep on going without tripping or hurting yourself. You won't even be disqualified if you knock over a hurdle.

You begin in a burst of speed, your arms pumping and your body leaning forward. But as you approach the first hurdle, you straighten out to raise your center of gravity, and to allow yourself to almost *step* over the hurdle. If you can do it smoothly, you'll save energy and time.

Once you've cleared all ten hurdles, you must sprint the remaining 40 meters to the finish line. And that can be a major hurdle in itself!

### Hurdling Controls

The object of the 400 meter hurdle competition is to complete one lap around the oval track jumping over ten hurdles without knocking them over in the fastest possible time. Use the following controls to compete in the hurdles.

	KEYPAD	JOYSTICK
<b>Start</b>	Press <b>Enter</b>	Push <b>Button 1</b>
<b>Sprint</b>	Repeatedly press <b>Enter</b> or <b>5</b> on the keypad	Press <b>Button 1</b> repeatedly
<b>Leap</b>	Press <b>Backspace</b> or <b>Spacebar</b>	Press <b>Button 2</b>

**Tips**

- Try not to knock over a hurdle. It slows you down if you do.
- If you make more than one false start you will be disqualified.
- Don't trip and fall. That disqualifies you.

## Pole Vaulting



Fig. 22 Pole Vaulting Screen

It looks simple, right? Wrong.

What looks like an effortless one-step maneuver in pole vaulting is actually a series of six quite complicated steps.

You use your own personal fiberglass pole that's close to 20 feet long. With your hands held 18 to 30 inches apart at about 15 feet from the tip of the pole, you start your **approach**. That's the first step.

After several quick strides towards the crossbar, you lift your pole and jam it into a steel lined wooden box. That's the **plant**.

Now here comes the really tricky part: You **swing** and **rock** your body, shooting your legs skyward. Then (relying on your biceps) you push





## Pole Vaulting (continued)

then pull your way up into an airborne handstand. At the **push off and clearance** stage you clear the crossbar (legs first, then torso, head last) by pushing the pole away.

Finally you **land** on your back in a foam rubber filled pit.

Most pole vaulters warm up at a height they can clear comfortably. Then they raise the crossbar for each consecutive vault.

The height of each vault is measured from the ground to the upper side of the bar at its lowest point (where it sags in the middle). In a perfect vault, the contestant clears the crossbar without touching it.

Can you do it?

## Pole Vault Controls

Each pole vaulter gets three attempts (in tournament mode) to clear the crossbar at a given height. If you clear a given height, you have three chances to clear the next (higher) height. Whoever clears the highest bar wins.

In the event of a tie, the winner is the player with the fewest total pole vault misses.

	KEYPAD	JOYSTICK
<b>Start</b>	Press <b>Enter</b>	Push <b>Button 1</b>
<b>Fast Approach</b>	Repeatedly press <b>Enter</b> or <b>5</b>	Press <b>Button 1</b> repeatedly
<b>Lower Pole and Spring</b>	Hold down <b>Backspace</b> or <b>Spacebar</b>	Hold down <b>Button 2</b>
<b>Release pole</b>	Release <b>Backspace</b> or <b>Spacebar</b>	Release <b>Button 2</b>

**Tips**

- If you let go of the pole too late, your forward momentum may make you knock down the crossbar, so practice releasing the pole at exactly the right moment in your vault.
- Avoid lowering the pole and attempting to plant it too soon as this will slow down your approach and may result in a miss.

## High Jump

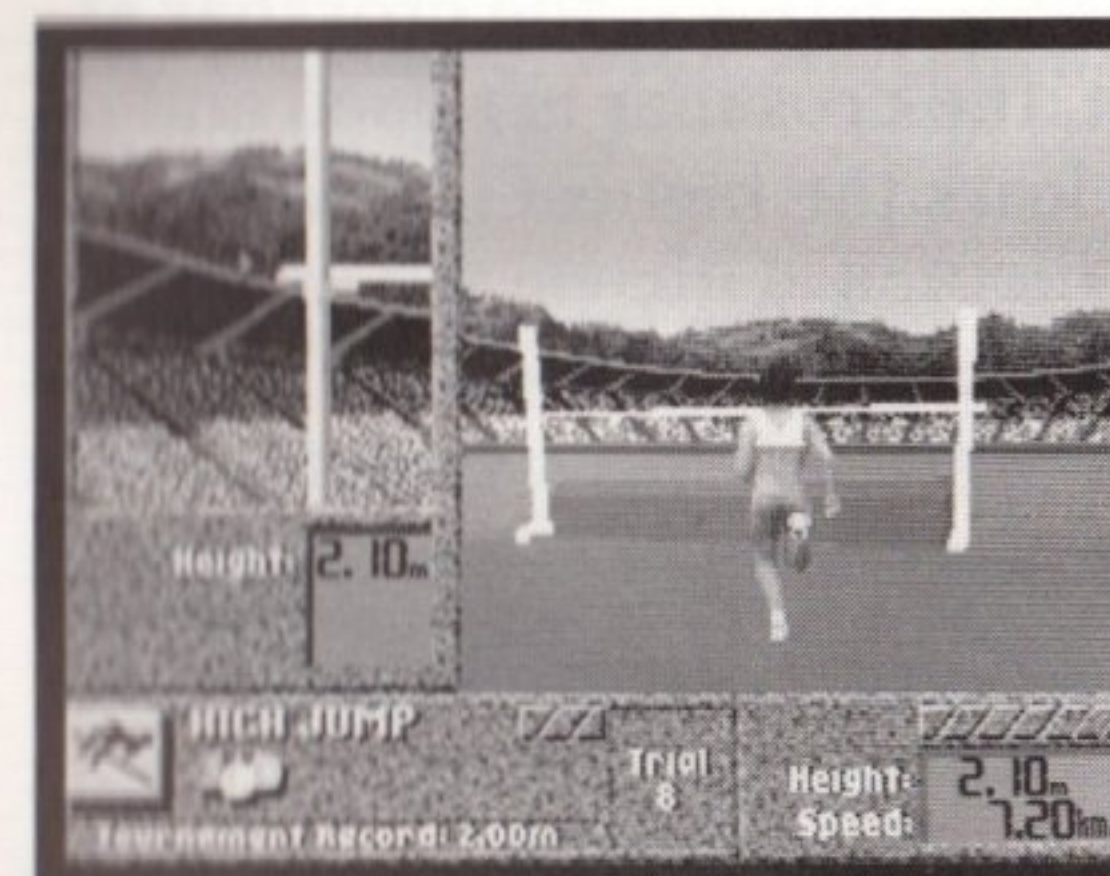


Fig. 23 High Jump Screen

*You could set the world's next high jump record. You really could. Because the high jump event is one of the most difficult to predict. Anyone could win it. Any time.*

Start your warm-up by selecting an easy height. The crossbar will be automatically adjusted to match the height you've chosen. (The height is measured from the ground to the lowest point of the upper side of the bar where the sag is greatest.) When everything is in place, you're ready to jump.

You have an 82-foot semi-circular runway area in which to gain enough speed to fling yourself over the crossbar without knocking it down. Start your **approach** with several quick strides. Then, just as you reach the crossbar, hurl yourself into the air with everything you've got. (They call this the **take-off**.)

Flop over the bar (the **clearance**) without knocking it down and land on your shoulders.

How did you do? Are you ready to take it higher?



## High Jump Controls

You get three attempts (in tournament mode) to clear the crossbar at a given height. If you clear a given height, the crossbar is raised and you get three more attempts. Whoever clears the highest bar wins.

In the event of a tie, the winner is the player with the fewest total high jump misses in the tournament.

	KEYPAD	JOYSTICK
<b>Start</b>	Press <b>Enter</b>	Push <b>Button 1</b>
<b>Fast Approach</b>	Repeatedly press <b>Enter</b> or <b>5</b>	Press <b>Button 1</b> repeatedly
<b>Spring</b>	Hold down <b>Backspace</b> or <b>Spacebar</b>	Hold down <b>Button 2</b>
<b>Flop Over Bar</b>	Release <b>Backspace</b> or <b>Spacebar</b>	Release <b>Button 2</b>

**Tips**

- Avoid knocking down the crossbar at all costs. If you do, it counts as a miss.
- Keep a fast approach speed. It gives you more power.

## Javelin

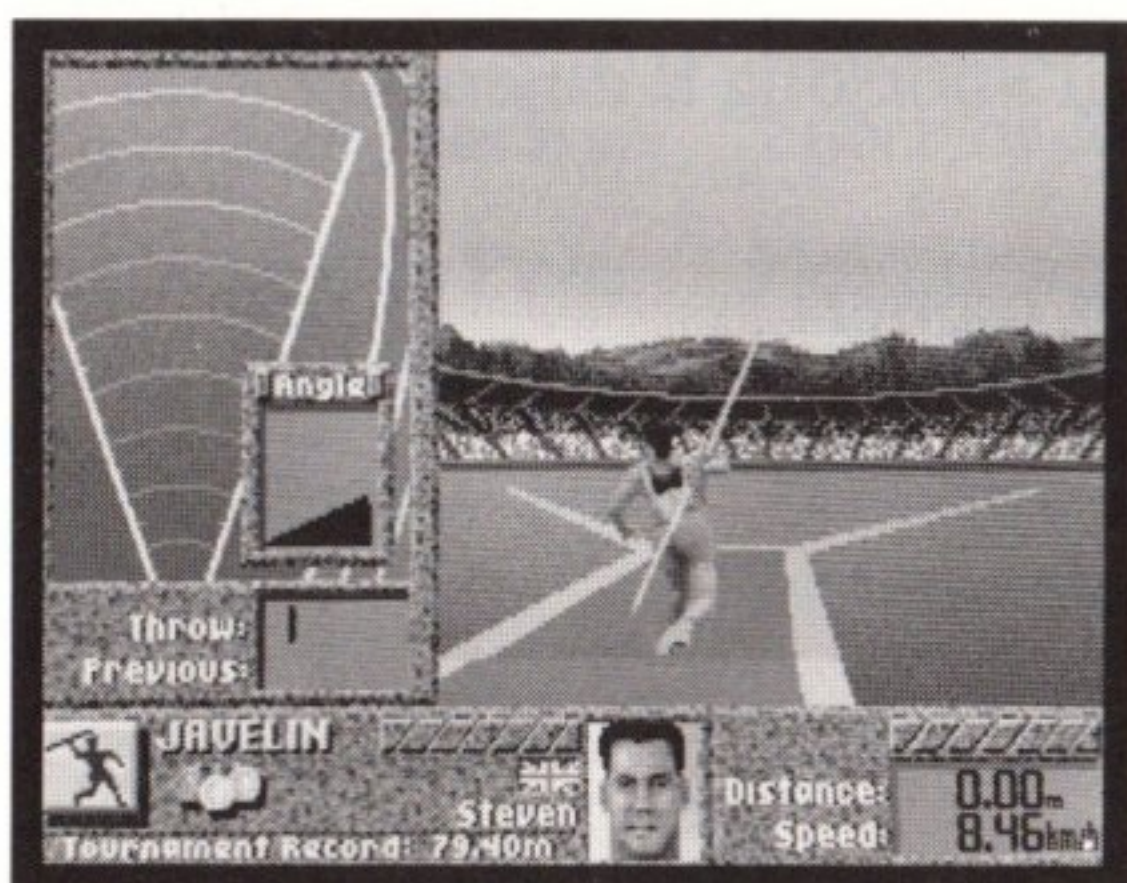


Fig. 24 Javelin Screen

The javelin is the lightest, most aerodynamically refined implement in all the Summer Challenge events.

You can throw a javelin farther than a discus, farther than a shot put — even farther than a hammer. In fact, you can throw it as far as 85M. And, of course, whoever throws it the farthest in any given match is the medal winner.

Throwing the javelin is actually a three-phased technique, starting with the **approach**. In the **approach**, you build speed and momentum while running down the runway with the javelin poised above your shoulder, and tilted slightly upward.

**Wind-up** is the second phase. Here you cross or hop-step to slow down, transferring the centrifugal force of your approach into the javelin. In the final phase, the throw or **release**, you fling the javelin with a flip of your wrist called the *whipcrack*.

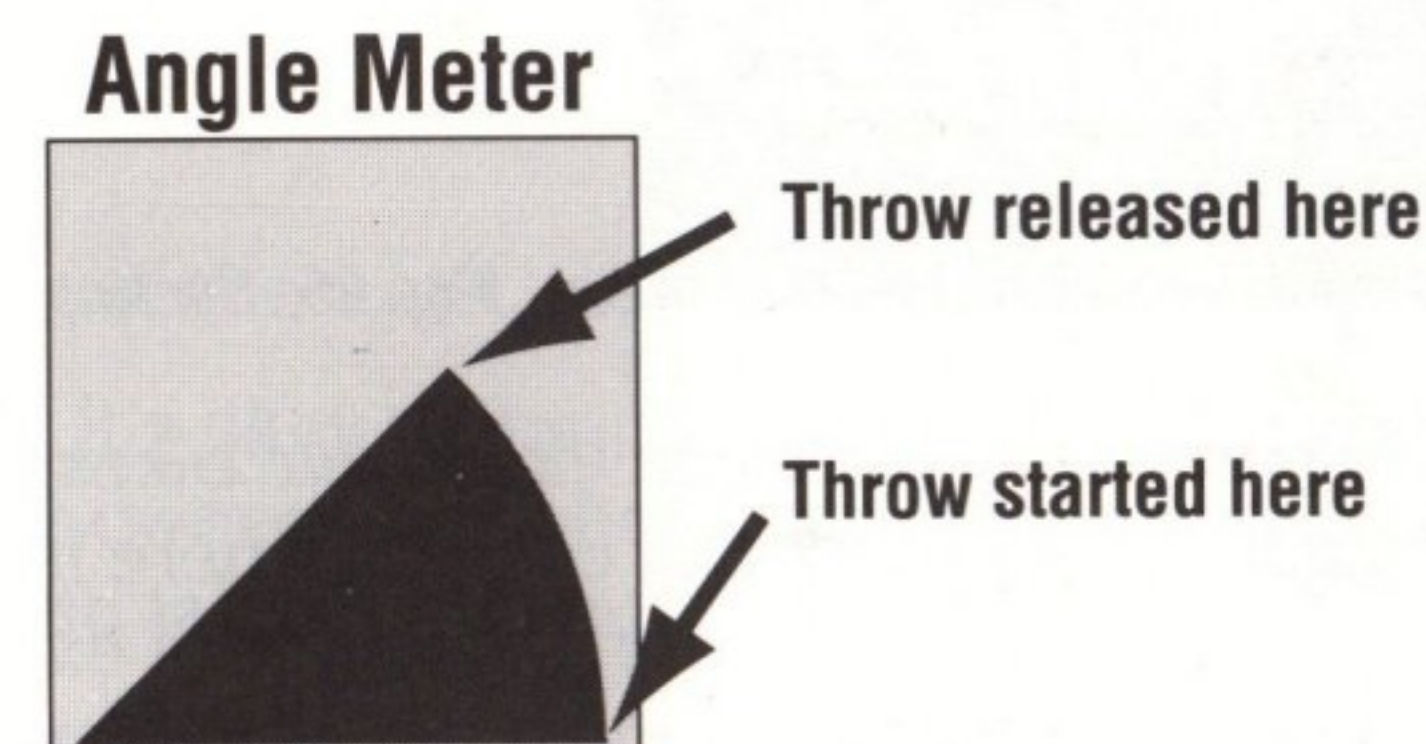
Each throw will be measured from the mark left by the tip of your javelin to the center of the throwing runway. The javelin point has to strike the ground before any other part does.

Select your javelin — approach the runway with poise and confidence — and let that lance fly!

## Javelin Controls

To throw the javelin, make a running start, then wind-up and release the javelin without crossing over the foul board. Overrunning the foul board, or failing to release your javelin, discounts that throw. But remember, in a Tournament you get three tries and only the best one counts.

When you start your wind-up, the angle meter will start moving. When you release the javelin, it will be thrown at the angle the meter indicated at the moment you released.





## Javelin Controls (continued)

	KEYPAD	JOYSTICK
<b>Start Running</b>	Press <b>Enter</b>	Push <b>Button 1</b>
<b>Fast Approach</b>	Repeatedly press <b>Enter</b> or <b>5</b>	Press <b>Button 1</b> repeatedly
<b>Start Wind-up</b>	Hold down <b>Backspace</b> or <b>Spacebar</b>	Hold down <b>Button 2</b>
<b>Release Javelin</b>	Release <b>Backspace</b> or <b>Spacebar</b>	Release <b>Button 2</b>

**Tips**

- Be sure to start your wind-up before you get to the foul board to avoid being disqualified because of a foot fault (overrunning the foul board.)
- Experiment in training to determine which point in the movement of the angle meter produces the longest throws.

## Cycling

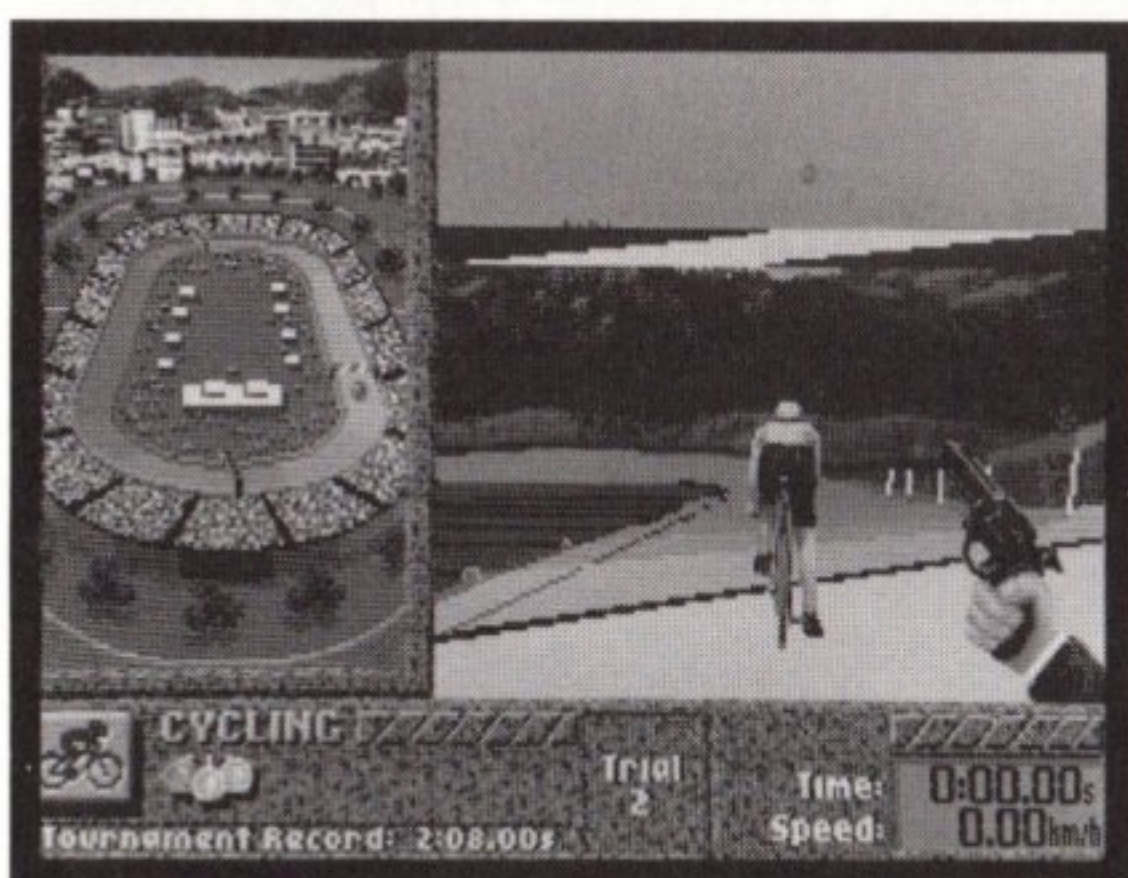


Fig. 25 Cycling Screen

You're sitting on one of the most expensive bikes in the world. Custom-made track racing bikes can cost anywhere from \$4,000 to \$7,500 apiece. And you better bring along a couple of extras because these bikes are so light (between 12 and 17 pounds) that they tend to fall apart in a crash.

You've got your helmet (a regulation), your biking shoes (with cleats to grip the pedals) and your airtight outfit (you don't want your clothes to slow you down).

You've practiced on tracks like this thousands of times. And you've competed in other races before. Even won some.

But you've never raced in the *Summer Challenge*. This is big. It's one of the top races in the world. And you're up against many of the top international racers — dominated by contestants from Canada, France, Germany, Spain, Italy, and the United States.

Get ready to pummel those pedals. Get ready to fly around the track. Faster and faster. Steady around those curves. Hug the inside. Keep it up. Keep it up!

## Cycling Controls

The object of the cycling competition is to complete four laps around the oval track in the fastest possible time. Use the following controls to cycle towards a medal:

	KEYPAD	JOYSTICK
<b>Start Pedal</b>	Press <b>Enter</b> Repeatedly press <b>Enter</b> or <b>5</b> on the keypad (press faster to increase & maintain speed)	Push <b>Button 1</b> Press <b>Button 1</b> repeatedly
<b>Steer Left</b>	<b>Left arrow key</b>	Push <b>left</b>
<b>Steer Right</b>	<b>Right arrow key</b>	Push <b>right</b>

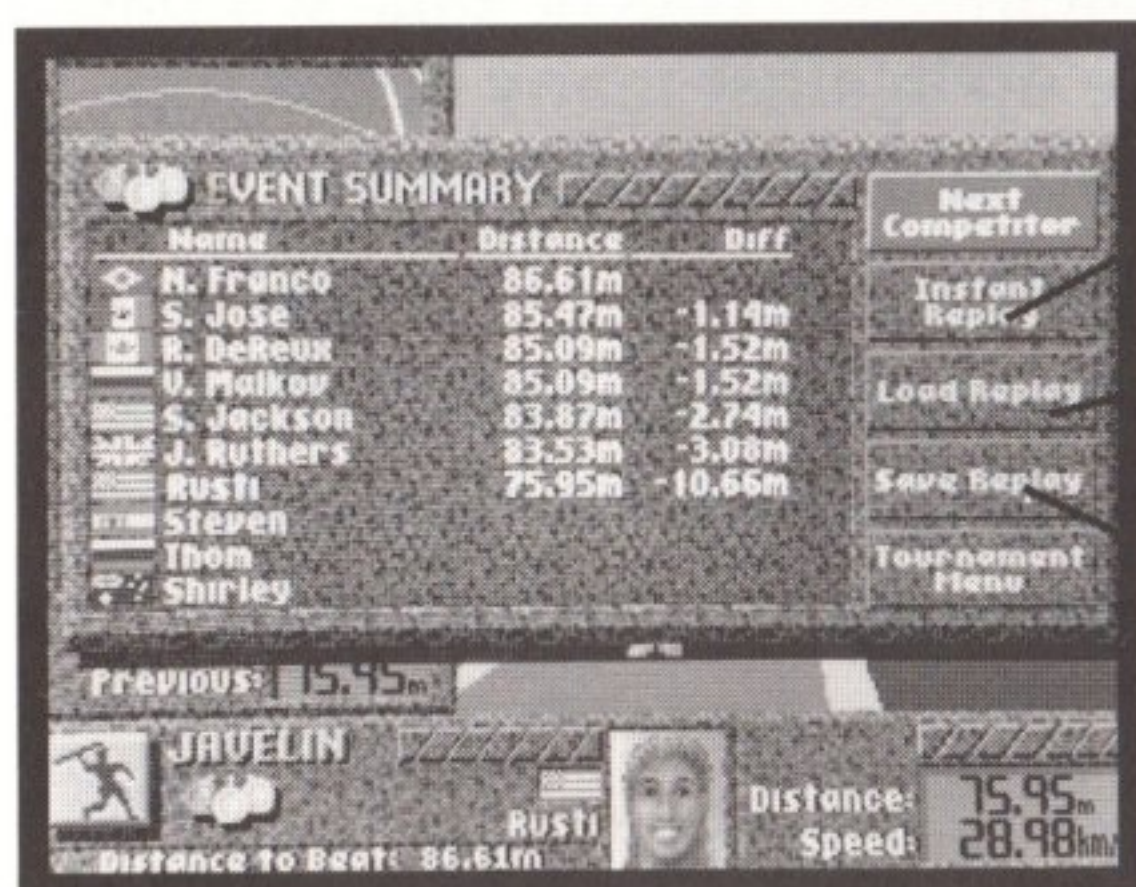
**Tips**

- Stick to the inside of the track, especially on turns.
- Get a good start. It's okay to jump the gun once. On your second attempt, however, you should be more conservative, since you'll be disqualified for another false start.



## ALL ABOUT REPLAYS

The Replay options let you analyze your performances. Play back and gloat over a record-setting performance. Or you can see where you went wrong in a not-so-spectacular attempt. You can even view fast action in either fast or regular motion, forwards or backwards.



View latest performance

Look at other performances  
(within current event only)

Save last performance

Fig. 26 Tournament Submenu

## Replay Controls

### FORWARD:

Keyboard  
Joystick

Hold down **right arrow key**  
Move **right**

### REVERSE:

Keyboard  
Joystick

Hold down **left arrow key**  
Move **left**

### FAST FORWARD:

Keyboard  
Joystick

Simultaneously hold down **right arrow key** and press **Enter**  
Hold down **Button 1** while pushing joystick right

### REWIND:

Keyboard  
Joystick

Simultaneously hold down **left arrow key** and press **Enter**  
Hold down **Button 1** while pushing joystick left

### END REPLAY:

Keyboard  
Joystick

Press **Esc**  
Press **Button 2**

**Mouse Users:** You cannot use the mouse for replays.

## Instant Replay

Choose this option to take a second look at your most recent run. (Refer to the **Replay Controls** chart.)

## Load Replay

When you choose this option, the Load Replay File box appears on your screen. This accesses all replays *specific to the event you are in*, whether they were saved during Tournament or Training. Use the **up/down arrow keys** to move the highlight bar to the replay you want, then press **Enter**. The Playing Screen will appear and you're ready for viewing. (Refer to **Replay Controls** chart.)

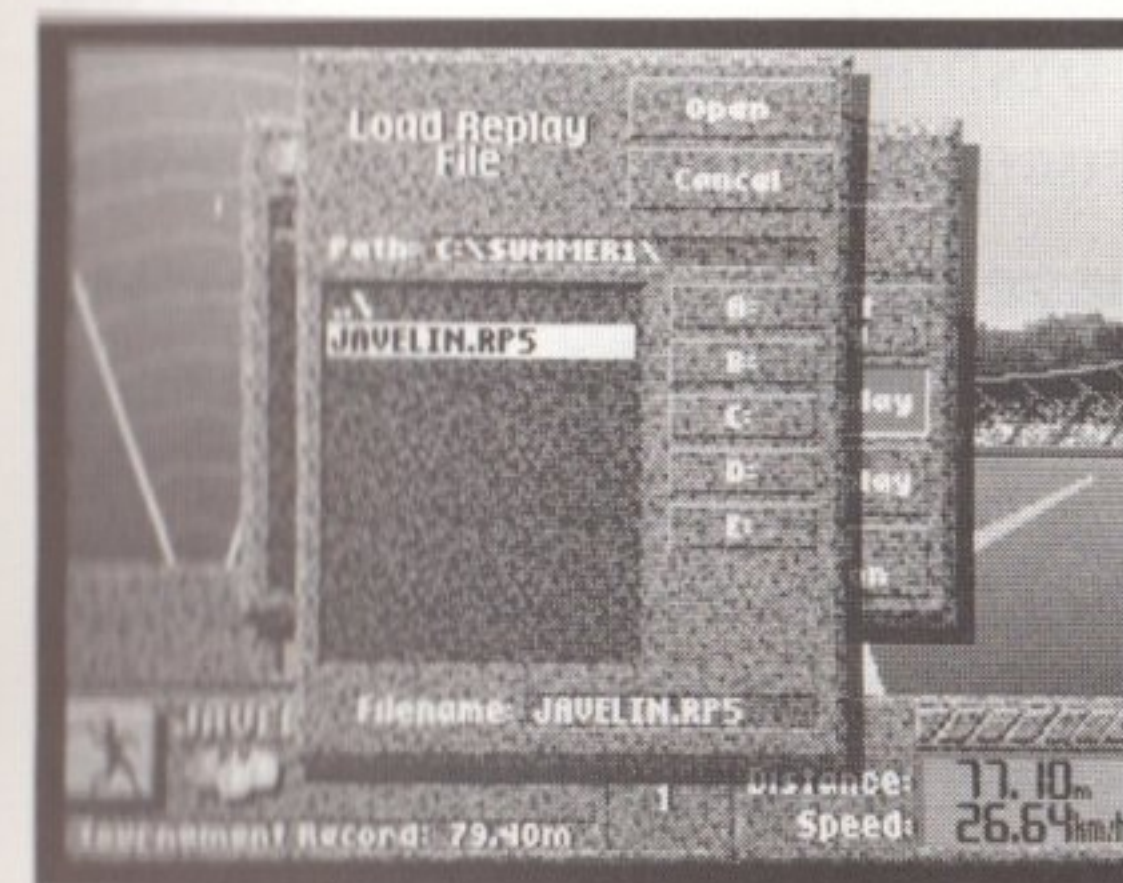


Fig. 27 Load Replay Screen

If your replay is in a drive different from the one displayed in the Path: window:

- 1 Press the **right arrow key** to cursor to the available drive options.
- 2 Use the **up/down arrow keys** to highlight the correct drive, and press **Enter**. That drive should now appear in the Path: window.
- 3 Return to the list of replay names by pressing the **left arrow key**.
- 4 Highlight the desired replay and press **Enter**.



## Load Replay (continued)

### If your replay is in another directory:

- 1 Select **..\** from the displayed files to view all directories in the current drive path — that is, the drive listed in the Path: window.
- 2 Now use the **up/down arrow keys** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 When you are in the directory you want, highlight the desired replay and press **Enter**.

To exit at any time without loading a replay, press **Esc**.

## Save Replay

If you have a performance you'd like to save for posterity (or at least until tomorrow when you can show your friend), use this option.

Once you select the **Save Replay** option, a box will appear on your screen asking, "Save Replay File Under What Name?" Type in a name for your replay. When you press **Enter**, the computer will save your replay under the chosen name in the drive/directory currently listed in the Path: window.

### To save your replay to a drive different from the one displayed in the Path: window:

- 1 Press the **up arrow key** to access the available drive options.
- 2 Use the **up/down arrow keys** to highlight the drive you want, and press **Enter**. That drive should now appear in the Path: window.
- 3 Now use the **down arrow key** to highlight the Filename: window.
- 4 Type in a name for your replay and press **Enter**.

### To save your replay to another directory:

- 1 Use the **up arrow key** to select a drive. Then use the **left arrow key** to select **..\** from the displayed files to view all directories in the current drive path — that is, the drive listed in the Path: window.
- 2 Use the **up/down arrow keys** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.

- 3 Now press the **right arrow key** to cursor to the drive buttons, then use the **down arrow key** to highlight the Filename: window.

- 4 Type in a name for your replay and press **Enter**.

### To create a new directory for your replay:

To create a new directory, press **Esc** until you exit from the game. At the DOS prompt, use standard DOS procedures for creating directories. (Please refer to your DOS manual for instructions.)

Press **Esc** at any time to exit without saving the replay.

## Deleting Replays

To delete a replay file, press **Esc** until you can exit from the game. At the DOS prompt, use standard DOS procedures for deleting files. (Please refer to your DOS manual for instructions.)

**Note:** Replay files always have the following extension: **.RP#**

## TECHNICAL SPECS

### Memory Requirements

*Summer Challenge* requires at least 513,000 bytes of free RAM. If your computer does not meet this requirement, you will get an error message on your display telling you how much memory the program requires, and how much more memory you need. Here's why:

Most computer games for IBM and compatible systems, including *Summer Challenge*, reside in the base 640K of RAM. DOS and related memory resident or "start-up" programs, such as menu systems, screen savers, virus checkers, keyboard utilities, Microsoft Windows, PC Tools, Norton Utilities, etc., also reside in the same 640K of base RAM. Device drivers (such as mouse drivers), by and large, are also located here. These start-up programs and device drivers boot from the AUTOEXEC.BAT or the CONFIG.SYS files of DOS automatically when the computer is powered up.

**Note:** The AUTOEXEC and CONFIG files are usually located in the root directory of your hard drive.



## Memory Requirements (continued)

Free RAM is the area of the 640K base memory left over after DOS, start-up programs, and device drivers have loaded. What's left is where your game will run. If there is not enough free RAM left for the game, there will be problems. Even if you have extended memory above and beyond 640K, the game and DOS still reside in the 640K base memory of your system, and you can still have loading problems due to lack of free RAM.

## If You Get the "Insufficient Memory" Error Message:

If you attempt to load *Summer Challenge* and you see an out of memory message, you will need to free up some memory for the game. The error message will tell you how much more memory your system needs to successfully run *Summer Challenge*. You'll need to boot your computer "clean" (without start-up programs) to load the game.

There are many ways to boot your computer clean to maximize free RAM. See **Booting Your System "Clean"**, page 45, for some of the most common techniques.

## Improving Your Machine Speed

First, we'd like to clear up some misunderstandings about machine speeds: When it comes to video games, the single most important component of your computer is your *video card*. In 256-color mode, a 16-bit video card is about twice as fast as an 8-bit card (if the programmer knows how to properly program for a 16-bit card). In addition, with your average 16-bit VGA card, a 12MHz 80286 and a 33MHz 80386 will be able to update your screen at approximately the same speed (believe it or not). By adding a faster VGA card to your machine you can significantly improve the performance of your computer when it comes to video games.

Our video games are also written to exploit the extra power of the 80386. Our games run well on other processors, but they really start to fly when used on an 80386DX. The 80386SX does offer some advantages over the 80286 or 8086, but not as much as the 80386DX. Remember, however, that the video card is still more important than the CPU. We'd personally rather play games on a 12MHz 80286 with a fast video card than a 33MHz 80386 with a slow video card.

## Calibrating Joysticks

The auto-detection and auto-calibration joystick routines in *Summer Challenge* represent the state-of-the-art in reading the IBM joysticks. Sometimes, however, they can get fooled. A few tips are:

When first booting the game, leave the joystick(s) centered and don't press any buttons until you see the Accolade logo. If the auto-detection doesn't seem to be working for you, try adjusting your joystick to a kind of "neutral" position (that is to say, don't turn the adjusters all the way to either end; put them somewhere in the middle). (For more details on calibrating your joystick, see **Adjust Joystick**, page 5.)

## Booting Your System "Clean"

If you get an "Insufficient Memory" error message when trying to load *Summer Challenge*, you probably need to boot your computer "clean" — that is, without any memory-resident start-up programs.

### To Format and Load a Clean DOS System Disk

- 1 At the C: prompt of your hard drive, type **FORMAT A:/S**, then press **Enter**.
- 2 Follow the on-screen prompts (insert a blank disk into your A: drive, etc.).
- 3 Label your new formatted disk "CLEAN DOS SYSTEM DISK." Insert this new DOS system disk into your A: drive and reboot your computer.
- 4 Simply press **Enter** twice to bypass the date and time prompts, and you will be at an A: prompt. You have now maximized free RAM, and have booted your computer clean.
- 5 Follow pages 2 and 7 of the manual to install or boot *Summer Challenge*.

**Note that the prompt statement will *not* load with your system when you boot clean.** The prompt statement tells you where you are in your hard drive — *i.e.*, the name of the subdirectory you are in. When you change directories in your hard drive, the name of the subdirectory will not appear next to the prompt (you will see just a C: prompt) even though you are indeed in that subdirectory. The explanation below will show you how to add the prompt statement to your clean DOS system disk.



### ***To Add the Prompt Statement to Your Clean DOS System Disk***

- 1 Insert the clean DOS disk into your A: drive and type **A:.** Then press **Enter**.
- 2 Type **COPY CON AUTOEXEC.BAT** and press **Enter**.
- 3 Type **PROMPT \$P\$G** and press **Enter**.
- 4 Press the **F6** key on your keyboard (this copies the information you typed in steps 2 and 3 to the new **AUTOEXEC.BAT** file). Your display should say "1 file copied".
- 5 With your clean DOS disk still in drive A:, reboot your computer. The prompt statement is now loaded.

### ***How to Boot Your Computer Clean from the Hard Drive:***

The following steps will allow you to boot your computer clean without booting from a clean DOS system disk as above. This technique will involve renaming the **AUTOEXEC.BAT** and possibly the **CONFIG.SYS** files of DOS on your hard drive. The **RENAME** command of DOS is quite handy because it does not delete or rearrange any of the contents of the file(s) renamed.

First try renaming the **AUTOEXEC.BAT** file (this file is where most start-up, or memory resident programs are located). If you still come up short of the needed 550K free RAM, then rename the **CONFIG.SYS** file as well.

### ***How to RENAME the AUTOEXEC.BAT file:***

- 1 Boot your computer as you would normally. At the C: prompt, type **RENAME AUTOEXEC.BAT AUTOEXEC.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2 Reboot your computer. Your system will now be ready to load *Summer Challenge*. Follow page 7 of the *Summer Challenge* manual for details. If you attempt to load the game and still get an "INSUFFICIENT MEMORY" message, rename the **CONFIG.SYS** file as outlined below.

### ***How to RENAME the CONFIG.SYS file:***

- 1 Boot your computer as you would normally. At the C: prompt, type **RENAME CONFIG.SYS CONFIG.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2 Reboot your computer. Your system will now be ready to load *Summer Challenge*. Follow page 7 of the *Summer Challenge* manual for details.

Note that the display probably looks different now on start-up than usual. Don't be alarmed. Your "normal" start-up programs still exist within your newly renamed files; they did not load because of the name change of the **AUTOEXEC** and **CONFIG.SYS**.

### ***How to put your system back the way it was:***

- 1 Change to the root directory of your hard drive. (To get to the root or main directory of your hard drive if you are anywhere in your C: drive, type **CD\** then press **Enter**).
- 2 Type **RENAME AUTOEXEC.TMP AUTOEXEC.BAT** and press **Enter**.
- 3 Type **RENAME CONFIG.TMP CONFIG.SYS** and press **Enter**.
- 4 Reboot your computer. Voila! Your computer will now be back to normal!





### **ACCOLADE CUSTOMER SERVICE IN THE UK: 081 - 877 0880**

If you need help with this - or any other - Accolade product, please give us a call between 10 am and 5.00pm GMT. Monday to Thursday. Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or write to us at:

**Accolade Europe Ltd  
Attn: Customer Service  
Bowling House, Point Pleasant  
Wandsworth  
London SW18 1PE  
England**

If you have a modem, you can call and log-on to Accolade's Bulletin Board in America for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The modem number is 408-296-8800. Our settings are 300, 1200, 2400, 9600 baud; 8 Data; No parity; 1 Stop Bit

### ***DO YOU WANT TO BACK-UP YOUR DISK?***

We know you're concerned about disk damage or failure, so feel free to make a back up of the game. See your computer manual for details about backing up disks. If your off-disk protection becomes damaged or destroyed, send us the remains, and we'll give you a replacement.

### ***YOUR DISK CARRIES A 90-DAY WARRANTY***

Accolade Europe Ltd warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

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**Summer Challenge  
Proof of  
Purchase**